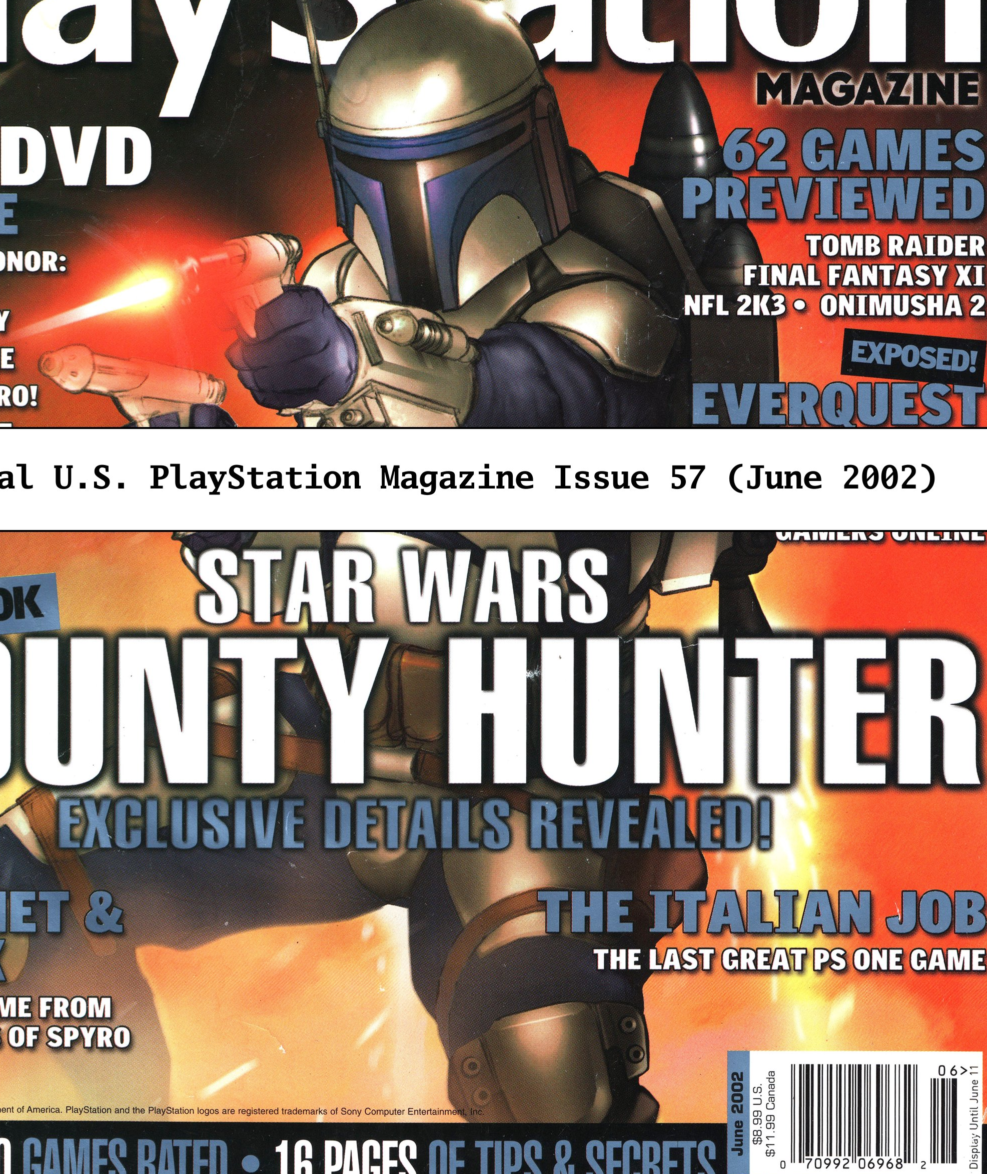
THE ONLY MAGAZINE WITH A PLAYABLE PLAYSTATION 2 DEMO DISC

ZIFF DAVIS MEDIA

JUNE 2002
ISSUE 57

OFFICIAL U.S. PlayStation MAGAZINE



PLAYABLE!

PS2 DVD INSIDE

MEDAL OF HONOR: FRONTLINE
HERDY GERDY
FATAL FRAME
MAD MAESTRO!

62 GAMES PREVIEWED

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FINAL FANTASY XI
NFL 2K3 • ONIMUSHA 2

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Official U.S. PlayStation Magazine Issue 57 (June 2002)

GAMERS ONLINE

FIRST LOOK

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THE ITALIAN JOB

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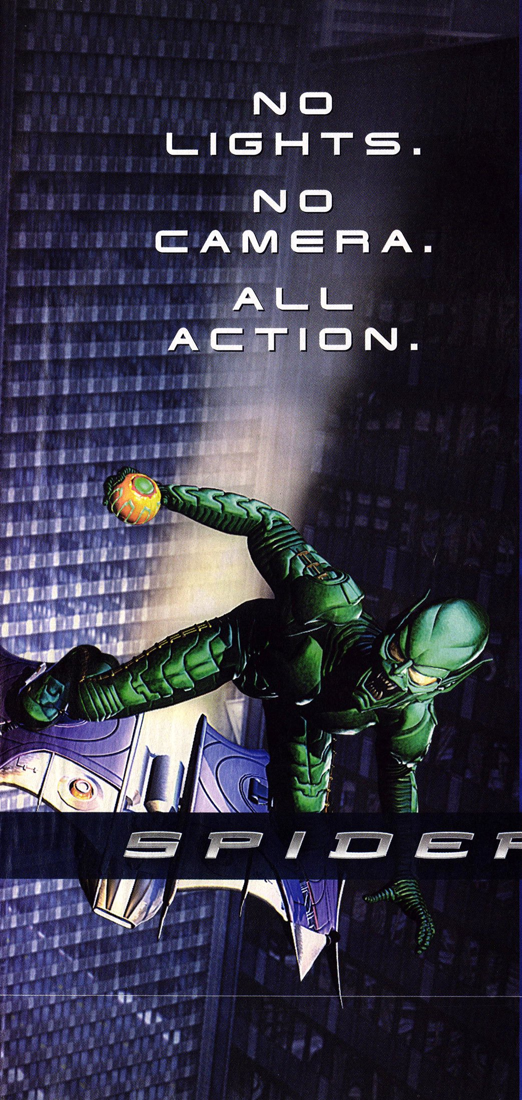
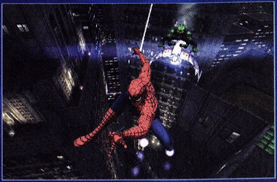
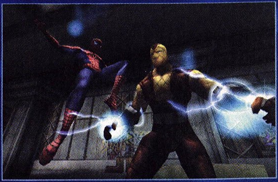
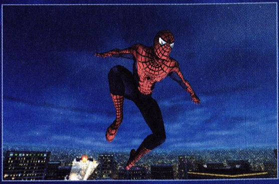

NO LIGHTS.
NO CAMERA.
ALL ACTION.



Fight through stunning movie scenes and unique new locations, with all-new aerial combat and in-air features.



Battle the world's toughest villains, including Shocker, Vulture and the Green Goblin.



Screenshots taken from PC gameplay.

Master web-slinging as you bank around corners, cut web-lines for sudden drops, and zip-line to adjacent buildings.

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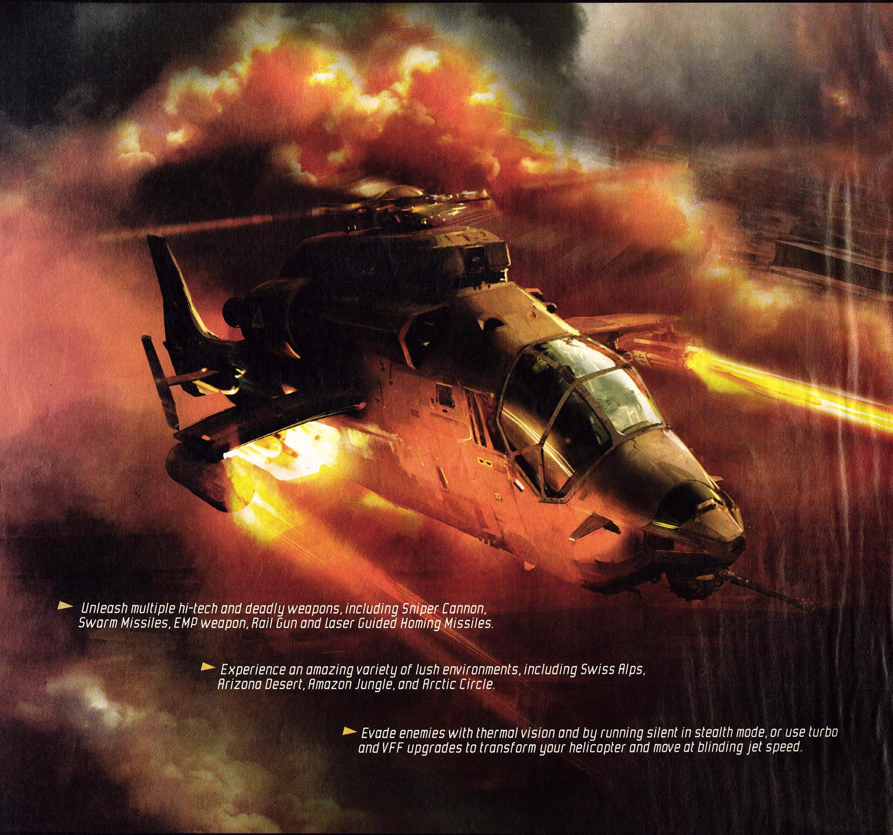

- *Unleash multiple hi-tech and deadly weapons, including Sniper Cannon, Swarm Missiles, EMP weapon, Rail Gun and Laser Guided Homing Missiles.*
- *Experience an amazing variety of lush environments, including Swiss Alps, Arizona Desert, Amazon Jungle, and Arctic Circle.*
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TEEN
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CONTENT RATED BY
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Blood and Gore
Violence

PlayStation®2

Witness the explosive action of Fire Blade firsthand at :
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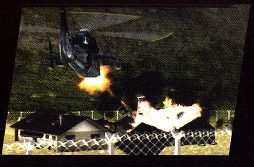

In the cockpit of Fireblade there is one goal: use whatever means available to annihilate the terrorist cells flaming up around the globe. Battle through 18 Missions in 4 campaigns at the helm of the carrier chopper or the Vendetta attack copter and unleash a barrage of hi-tech deadly weapons. Go turbo, or remain undetected from enemies in stealth mode. To win the war, you've got to end the war. Attack and destroy!

BE THE BAD GUY

John Davison
Editor in Chief

As far as I can tell, people have wanted a game like Bounty Hunter for years. If there was ever a character from the original series just screaming out for a game, it was Boba Fett. Sure, LucasArts' new game isn't based on him—but it is based on the next best thing: his pop Jango. As we go to press, many details about *Episode II* are still shrouded in mystery. By the time you're reading this, though, the movie will be nearly upon us, and the excitement will be building. From what we can gather from the information we pulled together for the cover story, the second new *Star Wars* flick is going to be dramatically different from *The Phantom Menace*. The themes are dark and brooding, battles seem to be plentiful, and Anakin looks to get into all kinds of trouble with fights, girls and his increasingly bad temper.

Behind all the important plot development, though, is Jango, a character who promises to become a firm fan favorite from the moment he jetpacks his way on screen and starts shooting at stuff with two guns. Not only is he the star of our cover game, but he's also slated to be the central figure in a huge amount of spinoff fiction that's on the way too, including novels and comic books. I have a feeling *Star Wars* may just stand a chance of becoming "cool" again.

Speaking of "cool," we also have some more information about the impending launch of the PS2 online network. This month we have details on numerous games set to get us playing together, including the incredible-looking Tribes, and even EverQuest.

ABOUT OUR CONTRIBUTORS

ZOE FLOWER
She writes, she plays video games, she produces rock videos, she makes TV shows, she animates, she illustrates, she does Web design and she bakes a mean pie. (Actually, we're not sure about the pie.) She's at: www.zoeflower.com

KRISTINA GRISH
Kristina is a New York City-based writer and stylist whose work has appeared in *Vibe, Teen Vogue, Marie Claire, Outside, Teen People* and *Sports Illustrated Women*. She joins us this month to give us insight into the fairer sex's view of games.

DAVE GROSS
With his move to Editor in Chief of *Star Wars Gamer* and *Star Wars Insider*, Dave has edited every role-playing magazine produced by Wizards of the Coast. Plus, he writes *Forgotten Realms* novels. He contributed a column to our feature.

KAREN JONES
Taking time off from her main assignments writing for the *New York Times* and the *Hollywood Reporter*, Karen jumped into the *OPM* fray this month with a column about the ever-growing love affair between video games and Tinsel Town.

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

WWW.ESRB.ORG

EARLY CHILDHOOD eC CONTENT RATED BY ESRB

EARLY CHILDHOOD RATING
Deemed suitable for children 3 or older. Products carrying this label have absolutely no material that would be considered inappropriate by parents.

EVERYONE E CONTENT RATED BY ESRB

EVERYONE RATING
The E replaced the previous K-A rating last year. Suitable for kids ages 6 and up, E-rated games may contain minimal violence or crude language.

TEEN T CONTENT RATED BY ESRB

TEEN RATING
Contains suggestive themes, mild or strong language and animated violence. Some parents may want to supervise children playing T-rated games.

MATURE M CONTENT RATED BY ESRB

MATURE RATING
These games contain more adult themes, such as blood and gore, stronger language and sexual themes. Deemed not suitable for those under 17.

ADULTS ONLY AO CONTENT RATED BY ESRB

ADULTS ONLY RATING
The extreme of the ratings, suitable for adults only. Packs sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.

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TOP GAMES OF THE YEAR
COMMANDOS 2
GAMESPOT'S BEST OF 2001
COMPUTER GAMING WORLD
EDITORS' CHOICE
HISTORY IS IN YOUR HANDS.
DON'T SCREW IT UP.
EIDOS
INTERACTIVE
GAMES WITH CHARACTER

COMMANDOS 2

MEN OF COURAGE

IT'S WWII ALL OVER AGAIN.

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Blood
Violence

PYRO
STUDIOS

PC
CD

XBOX

PlayStation 2

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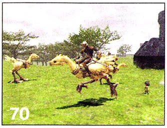
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REGULAR BITS

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Yeah, it's just over on that other page, but since we moved it we figured we'd give you a heads-up.

16 INPUT
We're not that exciting without your 2¢. Send us an e-mail at **opm@ziffdavis.com** when you can.

22 SPIN
Tidbits, knick-knacks and more news than your mind can contain, plus the nine best PS1 puzzlers.

104 REPLAY
New Hot Shots Golf 3 tips, more GTA3 goodness and hints for those VF4 grudge matches.

120 P.S.
As always, you'll find a collection of general oddities from the lunatic fringe of video games.

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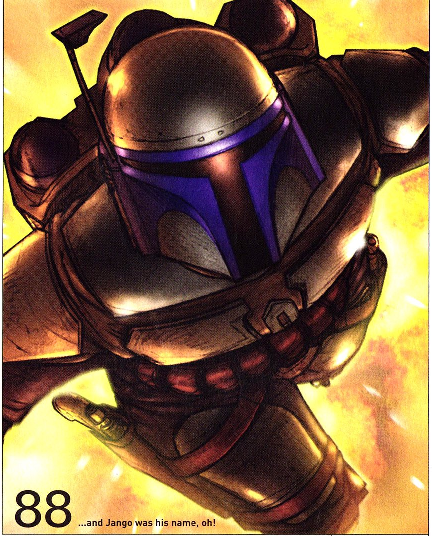
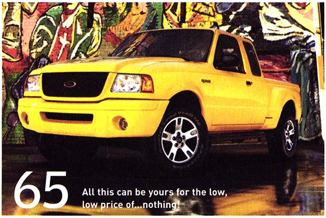

88 ...and Jango was his name, oh!

Star Wars games have had a pretty checkered past—but the future's looking bright, courtesy of one Mr. Jango Fett.


65 All this can be yours for the low, low price of...nothing!

PlayStation
PS2 DVD
STAR WARS
BOUNTY HUNTER

PREVIEWS

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Yep, the game that's better known as "Evercrack" is going to invade your PS2, and we've got the info.

23 Exclusivo!
What does "exclusive" really mean when it comes to games? And what up with that Square/Nintendo deal?

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109 Playoff Runs
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111 SW: Jedi Starfighter

112 Virtua Fighter 4
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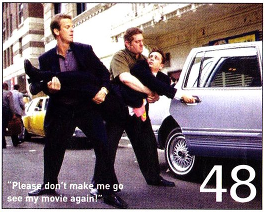
116 The Italian Job
Pointers on making the big score.


"Please don't make me go see my movie again!"

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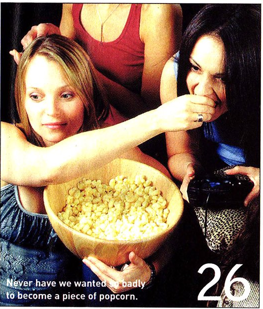
Never have we wanted so badly to become a piece of popcorn.

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PlayStation UNDERGROUND

ON THE DISC

PLAYABLES:
Fatal Frame
Herdy Gerdy
Mad Maestro!
Medal of Honor: Frontline
Pirates: The Legend of Black Kat

VIDEOS:
Delta Force Urban Warfare
Scooby Doo! Night of 100 Frights
Stuntman

BEHIND THE SCENES:
SCEA Motion Capture
PlayStation Booth at E3
PC to PS2: Half-Life

COOL MOVES:
Extermination
Half-Life
Jonny Moseley Mad Trix
Okage: Shadow King

DOWNLOADS:
Dark Summit
James Bond 007: Agent Under Fire
The Simpsons Road Rage

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SPECIAL THANKS
Tom Gillan, Gerald Martin, Jim Williams, Steve Williams

FIRE IN THE HOLE!

Here are a few suggestions to help you get the most from your playable demos this month. Have fun!

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PlayStation
MAGAZINE
Issue 57
SONY
COMPUTER ENTERTAINMENT
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UNDERGROUND
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ESRB
PlayStation 2

FATAL FRAME

THE DETAILS:
A brief segment from the first of four nights in the game. If you prefer your controls Resident Evil-style, you can select one of the "subjective" control schemes in the Options menu.

HAVE YOU TRIED...
...looking at your photos in the menu? Hit Triangle, choose Photo, and hit X to enlarge them. Creepy!
...moving around in Camera mode whenever possible? It's like Resident Evil Survivor, only fun.
...playing with the lights out and the volume up really, really loud while sitting as close to the TV as you're comfortable? If you don't have the jitters by the end of the demo, you're not human.

HERDY GERDY

THE DETAILS:
You get to experience the great visuals, terrible camera angles and useless map yourself! The 10-minute limit doesn't really give you enough time to explore this huge level, though.

HAVE YOU TRIED...
...herding more than 50 Doops? Make sure you don't trap a Gromp in that Gromp pen that's right next to the Doop pen, or he'll help himself to your Doops.
...collecting more than 70 bells? The somewhat limited draw distance makes this level look deceptively small, but there's a lot of space in which to hide these little bells. Remember that you can jump over some fences; it'll help you reach remote areas.

MAD MAESTRO!

THE DETAILS:
You're given two different pieces and no time limit. How's that for value? Make sure you sit through the tutorial, or else you're likely to do quite badly. Don't say we didn't warn you.

HAVE YOU TRIED...
...getting into Medley Mode in the Hungarian Dance No. 6? If you start earning "Bravos" early and keep it up long enough, the buttons will suddenly turn into Triangles, and from that point on you're in Medley Mode. You'll need to keep up the tempo, but you can vary the strength of your button-presses (and hence, the volume of the piece) as much as you like. You'll also get plenty of star icons to mess around with.

MEDAL OF HONOR: FRONTLINE

THE DETAILS:
Doesn't that whole bell tower/bridge/tank setup seem a little familiar, *Private Ryan* fans? You're given a healthy 15 minutes to explore this level. Why not shoot out some windows? It's fun.

HAVE YOU TRIED...
...beating the mission? The liberal time limit makes this fairly easy to accomplish—if you don't waste too much time at the gun turrets. The fueling schedule you need is in the room where the soldier is being interrogated; to stow away you'll need to go to the open box at the docks and press Triangle. You don't get anything special for beating the mission, but you do get the proud feeling of a job well done.

PIRATES: THE LEGEND OF BLACK KAT

THE DETAILS:
The demo starts where the game starts (though we've noticed a few differences between the two) and gives you a *full hour* of gameplay—as long as you don't try to go to Ape Island. Neat, huh?

HAVE YOU TRIED...
...collecting more than 50,000 gold? You'll need nearly the full hour to do it. Bring up your map and make sure you visit each landing point. Once you've done that, you can try...
...upgrading your ship? Once you liberate your father's fortress, you can move up to the deluxe model. Twelve cannons, a stronger hull, and just a greater level of all-around bad-assedness.

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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PlayStation®2 and Xbox™ screenshots shown.

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RP
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Once upon a time,
there was a happy little place,
with happy little creatures.

EVERYONE
E
CONTENT RATED BY
ESRB

Comic Mischief
Mild Language

NINTENDO GAMECUBE

PlayStation 2

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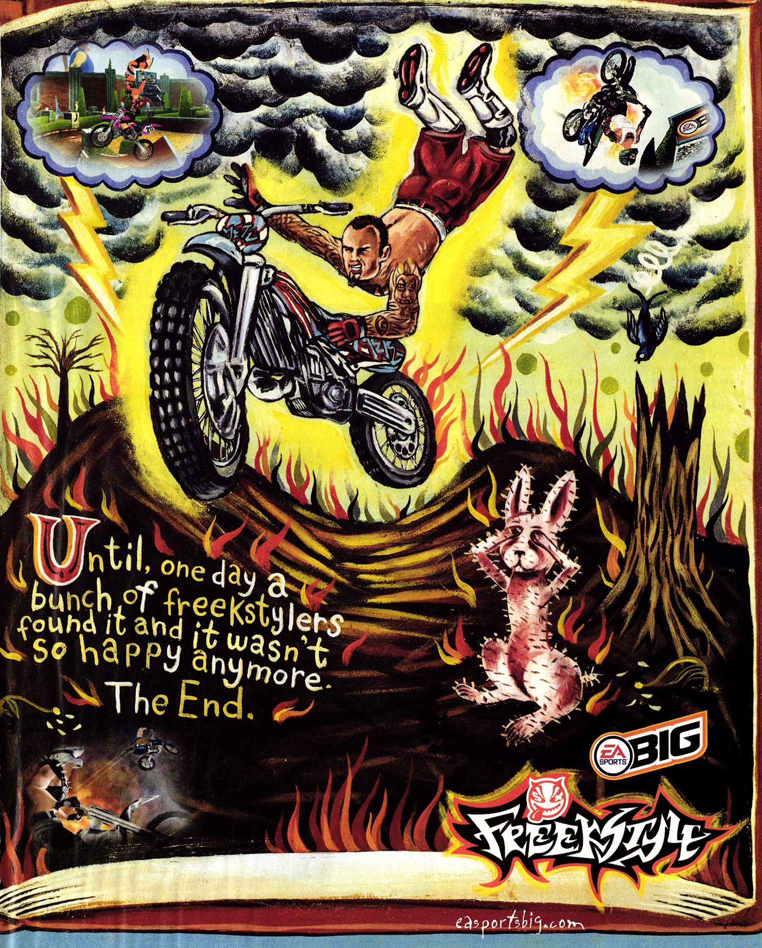
Until, one day a bunch of freekstylers found it and it wasn't so happy anymore.
The End.
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PlayStation
PS2 DISC INSIDE
PS2 ONLINE IN AUGUST!
VIRTUA FIGHTER 4
READER AWARDS
SPIDER-MAN
AERIS IS ALIVE AND WELL!

Letter of the Month

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of nifty goodies from all your favorite software companies.

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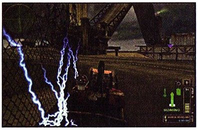
More Readers' Choice Awards

Lara Croft's temporary replacement award: Britney Spears. Can Britney hold us over with Dance Beat until Lara's new game is game out?

Missing Legends award: Koko B. Ware? All of the Von Erichs? Wouldn't this game be more exciting with Ric Flair, Randy Savage and Rick Rude?
Peter Mahler
PMahler@broadband.att.com

The fakest laugh award: Final Fantasy X. The scene in Luca when Tidus and Yuna were "laughing" to scare away their problems.
SammyMacDaddy@aol.com



The Comeback Kid award: Twisted Metal: Black. Not only is this game total redemption for the Twisted Metal franchise, but it's also stone-cold proof that 989 completely sucks. 989, I hate you. Incog, I love you.

Coolest old-skool game: Klonoa 2. In a year when it seemed like every great game was about shoving sticks of dynamite down some guy's pants then stealing his car and tossing an oddball zealot with a bomb-pack onto another, it was nice to see a simple, cute, fun platform game like this. Just like the "good old days."

Best feature in a game: Red Faction's Geo-Mod technology. Finally, I can blow up everything! Oftentimes, I found myself making a mile-long tunnel only to snap out of my explosion frenzy wondering why I had done it. Because blowing $#@% up is cool!!
Adam Weese
offspringprick@yahoo.com

Keep 'em coming, and we'll keep printing them!

QUESTION OF THE MOMENT

Last month we asked what you think of Virtua Fighter 4. Next month, tell us if you're eager for Everquest. E-mail us at OPM@ziffdavis.com. Mark your notes "EVERQUEST."

VF4 is the best fighting game ever. I am so attached to Kage, it scares my parents. I can't stand to see my A.I. of Kage lose. I crap my pants just thinking about it.
James Johnston
Volcom101sk8
@aol.com

This game is awesome! But if you're into unrealistic characters with crazy special moves, wait for Tekken 4. If not, spend your $50 on VF4. It's truly a masterpiece!
Gbrlbooby
@aol.com

I think it's a good game, but extremely boring! It was a disappointment. I think it could have been better!
Mike White
shadowrunner4
hire@earthlink.net

I was reading through *OPM* when I came across the article where you talked about the PS2 going online in August of this year.

At first I chuckled, saying, "Yeah. I'm sure it will be this year, just like last year. And I'm the King of England." I then checked the front cover and it said May issue (man you guys are fast!). This sort of threw me off, so I was actually believing that the network adapter is going to come out in a few months—'til I read it was only $40 and that there's going to be 12 online playable games at launch as well. I figured this has to be a late April Fools' joke, and you guys got me good at first, but the best had yet to come.

After reading some more and imagining that some of those games would actually be good and not the shoddy stuff like what was released around the PS2 launch (you remember, our great choices like Pong Xtreme, Zero Wing 2: Journey for a Plot and Bouncing Blue Dot Thing 3D), I then noticed a section listing online games that are coming out in the following year, which included great games like Resident Evil and Gran Turismo. Oh God, you guys crack me up! I'll probably be standing in line playing my PS6 Holographic Mind Connection System waiting to go pick up the Network Adapter when it comes out sometime in 2063 for $280 after a few more delays with the broadband penetration. That is, if I'm still alive by then.

Keep up the good work of giving us a really good laugh, even if April Fools' is over!
"The King of England"
marfman@yahoo.com

All right, wiseguy. We get the point. But it's really, really gonna come out this August. We promise. We've also seen some of the online games in action, and they're certainly impressive. In fact, we can't wait for more hands-on time with SOCOM!

Gamers are talking about...

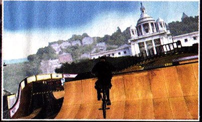
OPM's monthly roundup of hot topics, gathered from e-mails, message boards and chat rooms.

- **Why we play games.** "We all like games for a reason, but what is your reason?" **teendevil2088** posted on the board. "I don't mean a one-word answer like 'it's fun,' 'all my other friends have it.' Nothing like that. We all know it's fun. That's one of the reasons we do it." For some, it's all about taking a break from reality. "They're an escape from our real, boring lives," said **RPGfanboy**. "I mean, go to school, do your chores, save the world, go to sleep. Wait? Save the world? Sounds interesting. It's worrying to me that games are trying to be realistic, because the real world is very boring." Others revel in the aesthetic delights of interactive entertainment. "The graphics in games are marvelous, even the older games," **fireglobe** posted. "I enjoy seeing how each company has thought to view their characters and worlds, whether it be 3D or 2D. Another reason I enjoy video games is the imagination the creators have. To be able to imagine half of what you see in video games is amazing." Sharing the experience with friends and family is yet another reason. "If it wasn't for my father, who knows if I would have been playing games this long," said **oralb808**. "He was the one who sat around playing Pong with me. It was just the way we hung out together. Not only has some of my fondest gaming memories come from my father, but from my friends as well. I rarely can think of a gaming memory that didn't involve my friends. From pulling all-nighters to solving the mysteries of Mortal Kombat to waiting in line for PS2s, I've had many fond memories of gaming with my friends. My friends and I are all different, yet we all love gaming. I'll never forget the fun we've had."

- **SOCOM.** "I just want to ask all you peeps out there who else is going to get the awesome-looking SOCOM (mostly based on *OPM*'s coverage of it on their last demo disc)," **Morgster** posted about Sony's online Navy Seals game. "I'm for sure getting this game," said **RangersSniper**. "I can't wait to go in a world and be talking to dudes that respond. Then there's that chat feature—now that's cool! I already preordered it." Not everyone's convinced, though. "I'm mildly interested in the game," **kevninvek** said. "Seeing the demo, though, it looks VERY similar to MGS, and the graphics look like they could use some work too."

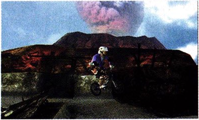
Air on the Side of Insanity

fuzzy hall's backyard
Mount Magma
oil Refinery
gravity games street
gravity games Dirt
acid factory
Train Depot
gravity games vert

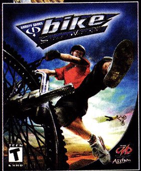


Hammer your way through urban fantasy tracks to the Gravity Games big time in 5 game modes through 10 massive worlds so detailed and realistic you can smell the asphalt.

Master Fuzzy Hall's real backyard course and check out pro rider behind-the-scenes DVD content with harsh wipeouts, awesome moves and in-depth interviews.



21 riders to choose from, including 7 top pros like Dennis McCoy, Fuzzy Hall and Jamie Bestwick, along with a bevy of fantasy street characters.


Gravity Games
bike
Street Vert Dirt
TEEN
T
Asylum

Sneak preview at www.gravitygamesbike.midway.com

TEEN
T
CONTENT RATED BY
ESRB

Blood
Mild Lyrics
Mild Violence

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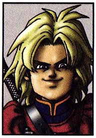
> "I have cut out these pictures and pasted them to the front of my Biology notebook, so I can have her death with me even while chopping open a frog."

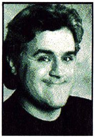
Button Bias

I have a question, not just about RPGs, but about almost every PlayStation game out there. It's about the button system. Why is it that O and X always get to be the confirmation buttons? I mean, Triangle and Square must be jealous; they're always the negative buttons. Take Final Fantasy games, for instance. In FFVIII, FFIX (I think) and FFX, X was the confirmation button. IT'S JUST NOT FAIR!! If you play racing games, then there's a bigger chance that you'll wear out the X button because you pushed it down too much, whereas the Square button will be in perfect condition because it was used for the brakes! Anyway, Squaresoft should think about using the "Square" button. I think it would somehow make players buy more of their games—you know, hypnotism or something like that.

Jonathan Gibbs
jonathan_the_summoner@yahoo.com

Kinda makes you yearn for the days when joysticks had only one big red button—and that's it. Or maybe not.





Leno Lookalike

Am I just totally crazy or has anyone else noticed the resemblance between Kiefer from Dragon Warrior VII and Jay Leno from *The Tonight Show*?

"Game Guy"
gameguy@shaide.com

Death Becomes Her

I was reading through old issues of your magazine, looking for pictures and other interesting things to cut out and tape to my wall. While reading, I came across many references to FFVII. Which is fine. FFVII is a great game. What bothered me, though, is that practically every time FFVII was mentioned, you expressed distress over Aeris's death. Why?! I didn't like her. I was happy when she croaked. I keep a game-save in the City of the Ancients so I can watch her die anytime I choose. But then, on page 50 of the April 2002 issue, I found what have to be the greatest four pictures ever printed in all the *OPM* issues I own: Aeris praying, Aeris being stabbed, Aeris being stabbed again, and Aeris's corpse floating off. I have cut out these pictures and pasted them to the front of my Biology notebook, so I can have her death with me even while chopping open a frog. I'm sure Aeris-haters everywhere rejoiced. Thank you.

Senna Hathaway
stenciledteardrop@yahoo.com

The Mummy Returns...Again

Can you tell me why you gave The Mummy Returns a bad review? Maybe you should let other people decide on that matter or get a second opinion.

Fastball192@aol.com

Since you don't trust our take on this terrible game, we gathered some second opinions on our message board. A few choice responses:

"I saw the game in action and got to play it for about 20 minutes, and I thought your review was good. The game just plain sucked. The graphics were bad, and the controls were awful. End of story." —outlaw7

"That game is nothing special. It takes under two hours to beat. If I'm gonna play something, it has to be something worth playing. Not some game that the company just put together and put a big-time movie license on. Good games are good games, and this wasn't one of them." —SSXJunkie1

"My little brother rented the game and I felt sorry for him...even if he was 6." —Tidus8869

"The Mummy Returns is the epitome of everything that's wrong with the video-game industry. Like the horrid Driven, The Mummy Returns is a rushed, choppy, sluggishly programmed game." —prickshaw

"The game was supposed to get a lot of hype because of your choice of playing as Rick or Imhotep, but when it came, it wasn't as big as it was supposed to be. It had a lot of flaws damnit! The controls were not...well, they just sucked! If your review was based on games that were under the title "Beat this game under two hours," then it should get a decent rating. But this game is just straight-up awful." —metalgeardude13

Believe us now?

Oops!

In the review in issue 55 we mislabeled the developer for King's Field: The Ancient City. The correct developer is From Software.

QUICK HITS

HEY, AERIS...

"You've just been killed by one of gaming's baddest villains. What are you gonna do next?
Aeris: "I'm going to Disney Land!!"

Jeff Daniel
whatami_76133
@yahoo.com

You know, Jorge, they now have medicines that can help you live a happy, productive life.

HEAD CASE

Don't you think that the game characters from games that you buy move into your PS2 and live there?

Jorge
Jjpeeweetoo
@aol.com

BITE ME

I looked at that new game Mister Mosquito ("Ka" in Japan), and they made a huge error in its naming. Only female mosquitos drink blood.

"NeoVenom"
jspanas@mts.net

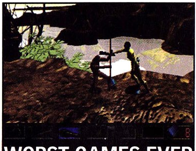
Now that really sucks, doesn't it?

WEB WOES

Playstation-magizine.com isn't working, help me out, OK.

Asalazartown
@aol.com

Have you tried using the correct spelling of our Web address? Just a thought...



WORST GAMES EVER

I really enjoy bad-game bashing. However, in your list of 31 bad games (*OPM* 56) you left out the worst of all: **Time Commando**. I use this game to measure how bad other games really are. First off, it had no storyline—just a man running through time battling dinosaurs and such. The graphics look like something off a Game Boy (one that's been dropped a few times), and the sound was unearthly. Not to mention the *godawful* intro you *had* to watch; that's right, no skipping this quality scene that rivals the Dire Straits' video "Money for Nothing."

trossmiller@charter.net

San Francisco Rush

It's like they TRIED to make the worst game possible. At least with the $10 titles you usually know you're getting crap. This was like a sneak attack.

nowhere1976@hotmail.com

ODT: Escape...Or Die Trying

ODT starts off all right with a cool intro movie, and the first level isn't that bad. If you ever beat that level, though (I doubt most people can because the controls are so bad), the ones that follow are awful. The game turns out to be a "test" to see if you can jump over holes or not. It also tests your sanity because every time you fall, you die.

Bobbas250@aol.com

Steel Harbinger

I'm looking for a word to describe Steel Harbinger, a game that defies all laws of what a video game should be; a game that makes Spec Ops look like Metal Gear Solid; a game, no, a shiny frisbee, that isn't even worth a rental. Where do I start? Crappy graphics, crappy music, crappy storyline, crappy gameplay, crappy controls, crappy framerate. Oh yeah! Steel Harbinger is a big hunk of smelly, steaming CRAP!

Richard Westover
GrayPanther32@aol.com

JENN GERICKE'S MOST WANTED

1. A cheat code for Snake in nothing but his boxers and that hot headband
2. Cubs in the playoffs...please!
3. An updated TMNT!
4. A full page or two for Zoe Flower 'cause she rocks
5. A continued trend of kick-ass heroines in video games
6. A decent bowling game
7. Bill Gates to stay out of console gaming
8. A full set of Madden Cards
9. An 'NSync game so I can back over it with my car
10. The official "*OPM* Guys Gone Wild" video

E-mail your most wanted list to **OPM@ziffdavis.com** Mark the subject: MOST WANTED.

Chat With Us at www.playstationmagazine.com!

Wanna chat with us along with other like-minded gamers? Then head over to **www.playstationmagazine.com**, click on "Talk to the *OPM* Editors Online Now!" and chat it up on the message board. We frequent the board daily, so it's a great place to ask us questions—or to just chew the fat with fellow gamers.

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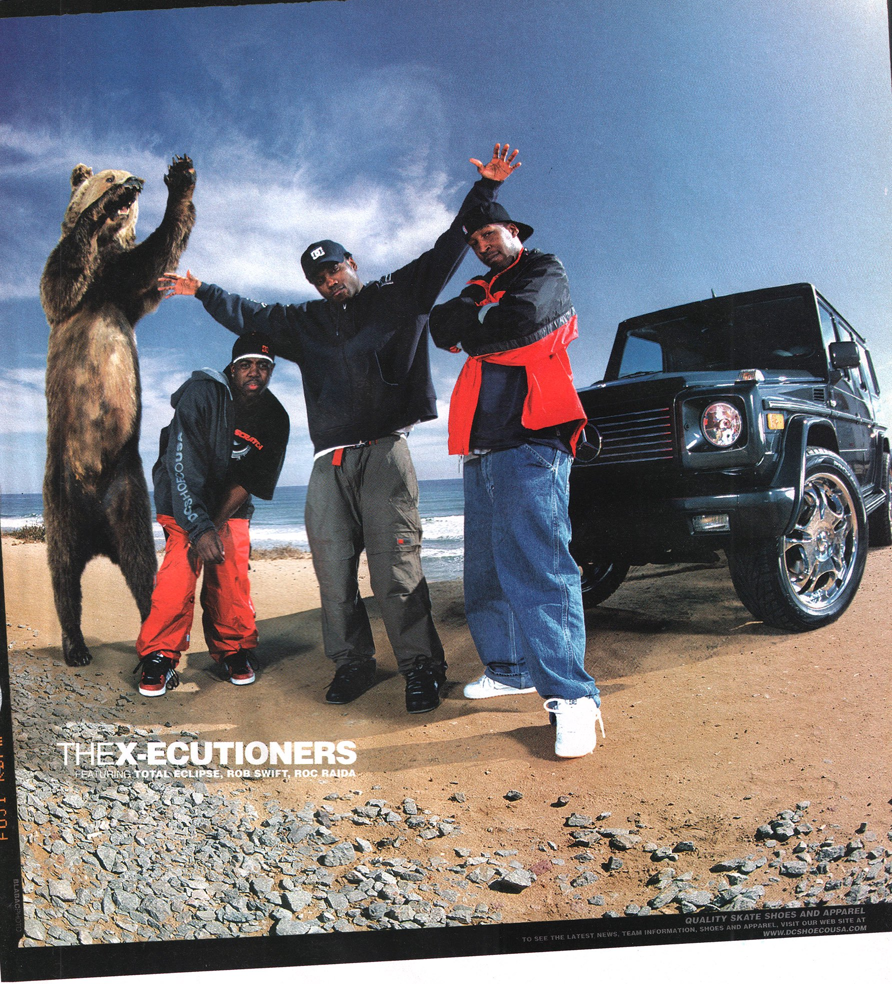

THE X-ECUTIONERS

FEATURING **TOTAL ECLIPSE, ROB SWIFT, ROC RAIDA**

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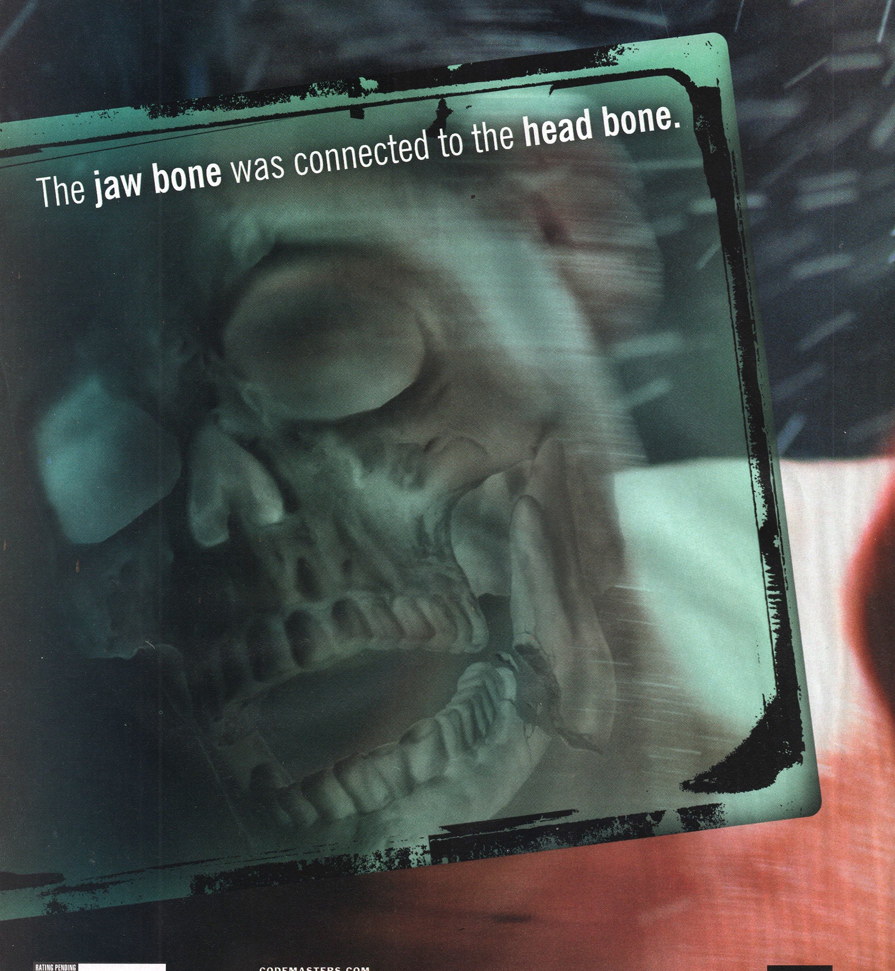

The **jaw bone** was connected to the **head bone.**

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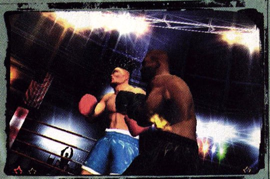
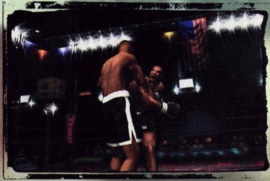
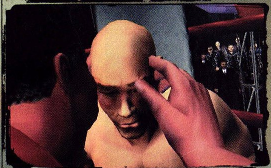


Pound 'em with over 600 power punches, illegal moves, signature blows and combos. The P&IN™ facial damage engine delivers the most brutal boxing ever.



Fight as (or against) 16 top heavyweights including Larry Holmes, David Tua, Hasim Rahman, and multiple world champ Iron Mike Tyson.



Create customized, unique fighters with over 40 body parts and 185+ unlockable upgrades. Then take on all comers through 9 massive game modes.

Screen shots taken from PlayStation®2
computer entertainment system game play.

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EVERQUEST IS

The most popular multiplayer game in the world comes to PS2

Virtual crack. Or so it's been dubbed by many of its regular players around the world. What we're talking about, of course, is Everquest, the most popular online game ever on the PC. It's an experience that has been known to capture just about anyone who dares log in—and for certain people, it won't let go. "The game almost ruined my life," a network engineer recently admitted in a CNET news article. "It was my life. I ceased being me; I became Madrid, the Great Shaman of the North."

Now, granted it's only a small minority of people who can't control their gaming behaviors, but the reason we want to bring this to your attention is because early next year Everquest will be making the move to the PS2—and this drug will be available to you too. Sony Online Entertainment has officially revealed Everquest Online Adventures for the PS2 and is gearing up to add thousands of console gamers to its already established community of 400,000 addicts.

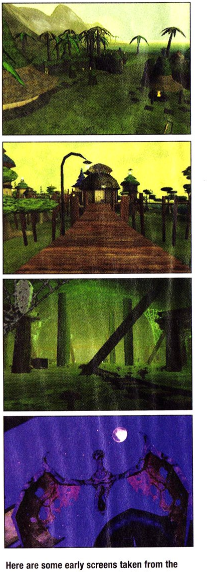
> **"It was my life. I ceased being me; I became Madrid, the Great Shaman of the North."**

So what exactly is it about this game that makes it so addictive? Well, there are a few components that when added up make a lethal concoction. For one, there's the social aspect. Players are able to chat with others whom they meet—discussing everything from secrets and strategies in the game, to the latest college hoops scores. Friendships can be made—and so can rivalries. Then there's the collaborative element: Players can work together to defeat enemies or overcome tasks. They're part of a group effort, and it feels good. Status also plays a major role. The more you play, the more your character can level-up. Revel in the power of having a character stronger than the rest. Everquest characters have been known to go for thousands of dollars on eBay. It's *that* important to people. Soon, it could be that important to you too.

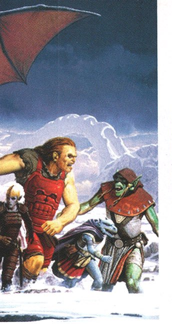
Coming to Console

All of those addictive qualities are going to be available to you next spring, when Everquest Online Adventures releases on PS2. But it won't be just a port of the PC version of the game. Sony Online Entertainment has been working for almost two years now on this completely original Everquest game that takes place 500 years before the original. "A port simply would not have worked," executive producer Rod Humble informs us. "Adventures is designed to be played in the living room, which is a totally different environment from the study or bedroom, where PC games are played." Aside from graphical changes and enhancements for the PS2, certain things, such as the way the game stores data, needed to be adjusted (for example, player characters may be stored on a memory card). Also, Sony is adding in a way for gamers to communicate with each other with a standard controller that uses preselected phrases like "I need health" (though, of course, a PS2 keyboard and mouse can be used, if preferred). "Certainly, chat is a lot easier with a keyboard, but not mandatory," says Humble. "I don't know how others will want to play, but for me, lying back on my couch with both feet up, controller in one hand, beverage in the other, as my friends and I go dungeon delving, is the preferred method."

Interestingly, the PS2 version of the game is actually said to play a lot better than the PC original in certain respects. Line latency, for example, will be improved for the PS2 version. Everquest on the PC had to be designed to function with the lowest possible modem speed, 28.8K, in mind. Since the PS2 will only have a 56K or higher connection, Sony can make that the lowest common denominator. What this basically means is that actions will be quicker across the network and the screens won't lag as often.



Here are some early screens taken from the PS2 version of the game. In the final version expect to see many more details and characters populating the environments.



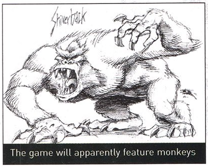
A BATTLE BREWING

Everquest Online Adventures and Final Fantasy XI are both scheduled to release in the U.S. by spring of 2003. The interesting part of this, though, is that Final Fantasy XI borrows a lot of elements from Everquest and both games are quite similar. Square's never done an online RPG—will it be able to dethrone Everquest as the king of online RPGs? Which one will be better? Which one will manage to release first? We're going to have to play them a lot in the name of "research" to bring you the answer to this.

COMING

Massive Worlds

Sony currently has 43 separate world servers, each supporting thousands of Everquest gamers—a number that will more than double once the PS2 version is introduced. "Each world should support at least 3,000 people simultaneously who can go wherever they want," says Humble. The worlds are usually divided by race, but you can often travel from server to server. "There are no zones or restrictions on players going anywhere." And what happens if you actually manage to go everywhere? Well, that's another beauty of Everquest. Every so often Sony releases new update packs that feature new areas and items for a relatively low price. Sony intends to do something similar with the PS2 version, but details haven't been locked down yet. Either way, Sony maintains that the default game of Everquest Online Adventures will hold months of storyline and gameplay—more than that of your typical console RPG.



The game will apparently feature monkeys

The Catch

What we didn't mention yet is that there's a monthly fee involved with Everquest. That's how Sony makes its money. The monthly fee won't be huge, but it's enough to turn away some people. We're guessing it'll be in the $10 range. However, what this buys you is a service—a constantly evolving online experience. It pays for the data transfers, it pays for the upkeep of the world servers—it even pays for the 200 people Sony employs simply to constantly mix things up in the Everquest universe. They patrol the lands offering special items to select players, or will even create feuds among tribes, guilds or gangs.

Thankfully, Sony will offer a free trial period of the game to first-time users, so they can see what the Everquest hype is all about. That's how they'll get you—just like they've gotten so many others before you. That's how they'll get us, too—we're dying to see what all the hype is about. Maybe you'll bump into one of us online next spring.

SEVEN CRAZY FACTS ABOUT EVERQUEST

1. There are about 400,000 human users of Everquest, providing Sony with revenue of $4 million a month.
2. At any time, about 60,000 visitors are present in Norrath (the world of Everquest).
3. The average earthly human spends about 22 hours a week frolicking in Norrath.
4. The average age is 24. Of them, 92% are males, 81% live in the U.S., 66% are well educated, 53% have full-time jobs (earning an average of $20/hour at the real job).
5. While many marriages are wrecked by the addiction to Everquest, about 22% are married.
6. While 20% consider themselves to be permanent residents of Norrath, about 22% would want to become actual residents of Norrath if it were possible, and 40% say that if they could earn a sufficient wage from Norrath, they would give up their "real" jobs.
7. It is estimated that the goods traded in Everquest constitute a GNP for Norrath of $135 million, making it the 77th richest country in the world (about the same as Russia). The per-capita GNP is $2,226, placing it higher than China or India.

For more zaniness check out the essay by Partha Dasgupta at the following Web address:
cactus.eas.asu.edu/partha/Columns/2002/02-11-everquest.htm

EXCLUSIVE OR NOT?

It's been a few months since we last checked in on what sort of behind-the-scenes moves are going on at Sony, Nintendo and Microsoft, so we decided it was time to once again look at the big exclusives game. You know, to make sure everyone's got their facts straight.

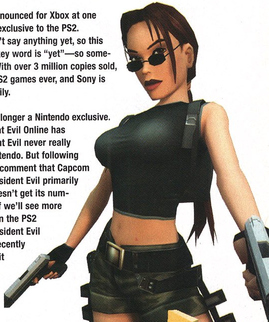
The Buzz: Tomb Raider is now completely exclusive to PS2.
The Real Deal: Though Eidos wouldn't state this publicly, Sony made it worth their while to keep Lara on the PS2. Versions of the game may appear on other systems after an undetermined "blackout" period.

The Buzz: Square and Nintendo have made up and Square is back to making games for the GameCube and the Game Boy Advance.
The Real Deal: Not exactly. Square's been wanting to make games for the Game Boy Advance for quite some time now. Square's only problem was that Nintendo chief Hiroshi Yamauchi made a stipulation that they couldn't produce GBA games unless they made one that would link up with the GameCube. Which, as you can well guess, would mean Square would also have to make a GameCube game. Well, since that wouldn't make Sony all too happy, Square finally came up with a happy medium: Start a small external company to develop games for the Game Boy Advance and GameCube.

The Buzz: Sega will apparently release an enhanced version of Virtua Fighter 4 on the Xbox later in the year.
The Real Deal: This could very well be true. Yeah, Virtua Fighter 4 was exclusive to the PS2, but only for a year. Microsoft may have cut a deal with Sega to deliver a new version of the fighting game to the Xbox once the Sony deal expires.

The Buzz: Although it was announced for Xbox at one point, Grand Theft Auto III is exclusive to the PS2.
The Real Deal: Rockstar won't say anything yet, so this could very well be true. The key word is "yet"—so something is definitely going on. With over 3 million copies sold, GTAIII is one of the biggest PS2 games ever, and Sony is keen on keeping it in the family.

The Buzz: Resident Evil is no longer a Nintendo exclusive.
The Real Deal: Since Resident Evil Online has always been for PS2, Resident Evil never really was entirely exclusive to Nintendo. But following Capcom of America's recent comment that Capcom might reconsider keeping Resident Evil primarily on GameCube if Nintendo doesn't get its numbers up, one has to wonder if we'll see more future Resident Evil games on the PS2 and not GameCube. Why? Resident Evil Remake for the GameCube recently released in Japan and, well, it didn't exactly fly off shelves. It'll do better in the U.S., but is that enough?



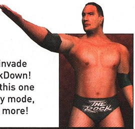
GAMERS.COM

Gamers.com E3 Coverage

Tony Hawk 4. Silent Hill 3. Devil May Cry 2. Zone of Enders 2. Tenchu 3. Red Faction 2. Harry Potter and the Chamber of Secrets for PS one and PS2. Interested in any of those games? Well, we'll be reporting on them all from E3. From May 22-25, the Electronic Entertainment Exposition (E3), the Academy Awards (or Super Bowl) of the video-game industry, kicks off in style. The best part? You don't have to miss a second of it. Go to Gamers.com to keep up on the biggest gaming announcements, hear about what games will be online, find out how Tony Hawk skated on a 20-foot half-pipe, and which companies have the hottest "booth babes."

OPM Post-E3 Chat Session

Then, on May 30, be a part of the first official *OPM* chat. We'll tell you what we thought of the show, the games we can't wait for, the games we could wait forever for, and some of our favorite E3 moments. Go to www.playstationmagazine.com for all the details on how to join in.



Lay the smack down this fall
The Rock and crew intend to invade your PS2 once again in SmackDown! 4, due out in October. Expect this one to feature a much longer story mode, even better graphics and lots more!

ZOE'S WORLD

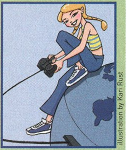


illustration by Kari Rust

At 35,000 feet, somewhere between Seattle and San Diego, I ponder this month's *OPM* contribution. Beside me are two middle-aged mom-types chatting intently, crocheted cardigans pouring over their seats and onto mine. I struggle to block them out to no avail. Collecting the shards of my shattered concentration, I realize that these women are avidly discussing cross-stitching and quilting. I giggle to myself. My God, I hope I never become them. Magazines and patterns of flowering baskets are strewn across trays, and a discussion of applique birdhouses ensues. Suddenly an epiphany! These women are enthusiasts. And they purchase enthusiast magazines to learn more about their passion. Just change the hobby from cross-stitch to video games and we *are* these women! I start to scribble on an undersized cocktail napkin.

The quilting veterans have apparently discovered a TV program called *Crafty Women* (or some such wittiness) on the Home and Garden network. I am shocked to learn that there is programming available for such a niche. My own closet Martha Stewart tendencies pique momentarily (I am woman. Here me whisk!), and I feel a sudden desire to bond with these ladies over needlepoint and chamomile tea. Instead, I build a magazine fortress on my tray with *Wired*, *EGM* and *Entertainment Weekly*...still scribbling.

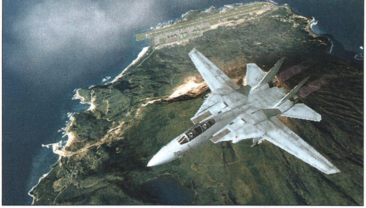
If cross-stitching can succeed on TV, why can't games? The impending launch of a proposed 24-hour video-game network has come to fruition with G4. Reviews, behind the scenes, technology treks and industry-insider information...it's all bound to find a place in the schedule. And outside of the niche network, video games are getting attention from the mainstream lot. It seems the video-game-TV concept has finally got legs. Or has it?

I've logged enough hours building video-game programming for TV to know it's no easy feat to bring our industry to the broadcast market. Are games truly hip enough, exciting enough, popular enough to gather up a dedicated TV audience? Sure, most of us enthusiasts would tune in to the occasional half hour of reviews, previews or behind the scenes—assuming we're not 10 hours into Final Fantasy X with no plans of quitting before the end. But would your mom or sister or best friend be equally enthralled to watch a one-hour documentary on character design for Tony Hawk?

And with an industry that relies on advertising hype to sell games, will the publishers support shows that open doors to information they may not want to give out? If the general game-buying public had all seen a review of State of Emergency instead of just screenshots and funky ads, do you think we would have all run out and bought it? It remains to be seen how the business of games will be affected by the broadcast realm.

Don't get me wrong—I'm all for taking games into the mainstream to help consumers make decisions and have a stronger understanding of the gaming medium. If MTV can build an empire around music videos, and the modern cross-stitching woman can find her niche on TV, there's no reason for games not to.

Zoe Flower is a multimedia superstar. Check out her Web site, www.zoeflower.com.



Sega Takes Flight

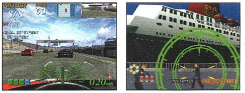
MORE BIG-NAME GAMES HEADED FOR THE PS2

In addition to Shinobi and Gungrave (see this month's previews), there are a bunch of other cool new Sega games on the horizon, so we decided to highlight some of the latest revelations for you here.

First off, Sega recently unveiled its new PS2 action flight-sim Aero Dancing 4 (above), and judging by looks alone this could possibly give Ace Combat a run for its money. The game is scheduled to hit Japan later this year and will very likely come to the States soon afterward.

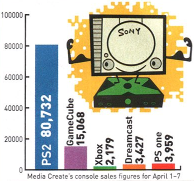
Next on the list is Virtua Cop Elite Edition, which puts two of Sega's arcade light-gun shooters, Virtua Cop 1 and 2, in one nifty package. With upgraded graphics, Elite Edition will hit the U.S. this summer.

Finally, there's F355 Challenge, a PS2 port of Sega's popular arcade Ferarri racing game. It's from Yu Suzuki, the guy who brought you Virtua Fighter 4 and an avid Ferarri driver himself. Expect the game to come to the U.S. this fall.



The arcade games F355 Challenge and Virtua Cop 2 (shown here) will have their graphics improved for their PS2 releases.

NO LOVE FOR XBOX...



Media Create's console sales figures for April 1–7

...in Japan, at least. There, interest in Microsoft's new console is next to nothing. We hate to point fingers and laugh, but things are starting to look really bad for Gates & Co. According to Japanese sales-tracking firm Media Create, more units of the PS one were sold in one week than the Xbox! And it's more than seven years old! Even Sega's essentially dead Dreamcast platform managed to outsell the Xbox. Guess we know where Japanese gamers' loyalties stand...

DATA STREAM

Gundam Sequels

In addition to this summer's Gundam Battle Assault 2 for the PS one, Bandai will release Mobile Suit Gundam: Federation vs. Zeon for the PS2 in fall. This game was developed by Capcom, so it's fast and has some fighting-game elements. Very cool!

Vib-Ribbon 2

Text file automatically turn into the rap.

PaRappa the Rapper creator Masaya Matsuura recently revealed his latest creation: Mojib-Ribbon for the PS2. It'll take any text file (even from e-mails) and turn it into a rap song that you can play with.

More Destruction

Destruction Derby 4 for the PS2 is already well under way at Studio 33, which previously handled Destruction Derby Raw for the PS one. No other details are known yet.

JUNE CALENDAR

1 SATURDAY • For **Pat Boone**'s 68th birthday, perhaps Ozzy Osbourne will celebrate with his old neighborhood buddy.	**4** TUESDAY • Eww. We don't even want to know what creepy secrets **Angelina Jolie** (27) and **Dr. Ruth** (74) would share at their co-birthday party.	**6** THURSDAY • EA has timed the release of **Medal of Honor: Frontline** to coincide with the anniversary of D-Day.	**7** FRIDAY • Sexy tennis vixen **Anna Kournikova** turns 21 and studly b-baller **Allen Iverson** is 27. 	**13** THURSDAY • **The Olsen Twins** may be Sweet Sixteen—but they're still underage to all you perverts. 	**14** FRIDAY • Why did Scooby and Shaggy always have the munchies? Maybe **Scooby-Doo** will answer this when it hits theaters.
18 TUESDAY • **Way of the Samurai, The Lost** and **MX Superfly** hit stores today. **Paul McCartney**, a.k.a. "the ~~cute~~ old Beatle," turns 60.	**21** FRIDAY • Did you hear that Tom Cruise wears braces? Weird! He did take them out while filming **Minority Report**, which opens today.	**22** SATURDAY • This one's for the ladies: Dreamy **Carson Daly** turns 29, while hunky QB **Kurt Warner** is 31. 	**25** TUESDAY • **Tennis 2K2, Terminator: Dawn of Fate** and **MLB Slugfest** all fight for your hard-earned cash.	**27** THURSDAY • **Tobey** "Spider-Man" **Maguire** (27) shares his birthday with our fave childhood TV pal, **Bob** "Capt. Kangaroo" **Keeshan**, who's only 75.	**28** FRIDAY • Birthday boys **John Cusack** (36), **John Elway** (42) and **Pat Morita** (69) should go see **Mr. Deeds,** starring **Adam Sandler** and **Winona Ryder**.

All dates are correct as of press time. So, please don't write us if MX Superfly doesn't come out exactly on the 18th.
If you are the first to prove that you have the same exact birthday as the Olsen Twins, you'll be a VIP on our message board for a whole month!

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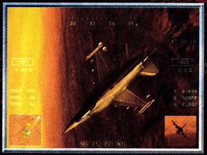
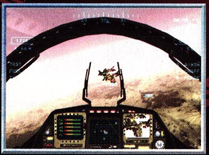
Pure combat. Pure action.

Global warming threatens life on earth. Frozen regions of Siberia have melted, submerging entire countries. As part of an elite group of pilots assembled by the World Alliance, your mission is to take out the World Order Reorganization Front, an organization that exploits natural disasters for its own benefit. Prepare for take off.

LETHAL SKIES™
Elite Pilot : Team SW



Experience G-Force using the controller.



Choose from 4 views: cockpit, cockpit without meter, small and large.

Engage multiple enemies in a variety of death-defying missions.

EVERYONE
E
CONTENT RATED BY
ESRB
Mild Language
Violence

PlayStation®2

Asmik Ace Entertainment Inc.

Sammy

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HOW TO SCORE

You've begged, you've pleaded, and still your girlfriend won't game with you?

BY KRISTINA GRISH

If a relationship is a two-player game, why is it so hard to interest your girl in a PS2 controller? Too often, it seems she has more excuses than there are radio stations in Grand Theft Auto III—and you've never had the ammo to argue otherwise. Instead, you swap special favors and home-cooked meals in exchange for play. It's a bit pathetic, but understandable. *OPM*'s editors have been there, too.

Well, barter no more. We've researched the top 10 reasons women claim not to game and provided you with valid solutions to each. Stick to the list below and you'll ease your babe into sharing your favorite pastime—and get the last word too! Ain't love grand?

10. "THEY'RE TOO DIFFICULT TO LEARN"

Fighting, driving and puzzle games have a shallow learning curve and use limited buttons. These guarantee instant gratification, even if your sweetie never makes it to Level Two. Play tutorials first. Choose games with quick clues, maps/arrows and simple plots. But get ready to hit replay, again and again and again....

9. "THEY TAKE TOO LONG TO PLAY"

Avoid games with long, drawn-out stories like Final Fantasy X, and opt for the adrenaline-rush genre that best grabs her attention (and has short, snappy rounds as well). Games with multiple missions will piss her off unless they provide entertaining, high-style distractions to quell the ADD. Give inside tips to show you care, cheer really loud when she scores, and agree that the characters are stupid when she doesn't.

8. "THE POINT SYSTEM IS, WELL, POINTLESS"

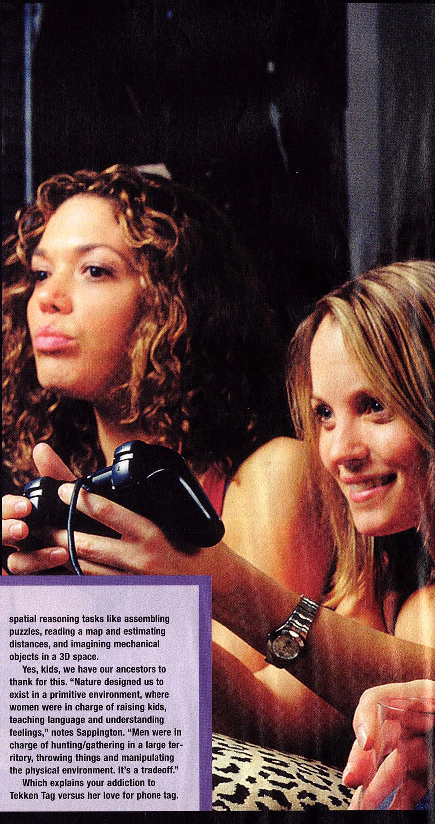
If girls could play for pounds lost or credit-card limits extended, the words *High Score* might have greater meaning. Suggest games where simply scoring is secondary to earning new lives, adding time to the clock, or emphasizing the journey as much as the destination. If that doesn't work, create your own point system that entails earning X amount of points for, say, X amount of kisses. You'll both be motivated—and suddenly, pummeling imaginary mobsters and racing oil rigs won't seem so futile.

7. "GIRL CHARACTERS ARE ALWAYS SLUTTY, VINDICTIVE OR DEAD"

This is tricky, because most games contain at least one of these female types—and even if the persona is admirable, the implants aren't. Enter: anime. Point out how adorable it is when dogs rap and bunnies fly. If she's not into cute-'n'-fuzzy, volunteer a gaming role-reversal. Your gal can play a male hero and you can adopt the plight of, *ahem*, a long-legged diva. See, everyone wins.

6. "THEY'RE SO VIOLENT"

Remind your bleeding heart that State of Emergency is not CNN. Then tell her it relieves stress to throw animated punches and pummel strangers with bats. Suggest she try it. When she batters you, she'll find it sickly rewarding. Remind her that violence is often performed to keep peace or seek revenge. You might want to avoid gratuitously dark and horrific games like Twisted Metal: Black, in which violence is written into the characters' histories.



WHY BOYS GAME AND GIRLS TALK

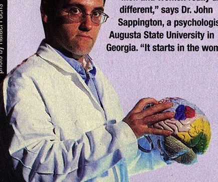


photo by Rafael Fuchs

"Men and women really are different," says Dr. John Sappington, a psychologist at Augusta State University in Georgia. "It starts in the womb."

Short of suggesting that some fetus digits are preconditioned to rock the buttons, Sappington points to the brain's early testosterone levels as a key reason why guys play video games a lot more than girls do.

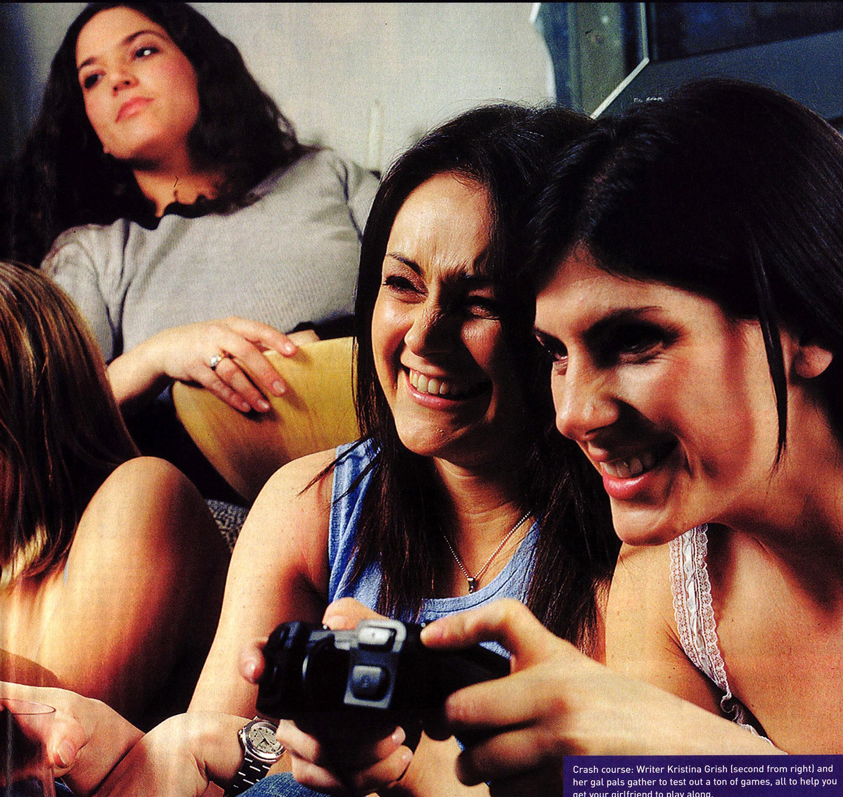
In fact, he claims that studies show how "testosterone deliberately holds back the development of men's left hemisphere, in order to enhance the functioning of the right hemisphere." Apparently, the brain's left hemisphere controls thoughts associated with words, like reading, speaking or writing—and is better-developed in females. The right hemisphere helps with spatial reasoning tasks like assembling puzzles, reading a map and estimating distances, and imagining mechanical objects in a 3D space.

Yes, kids, we have our ancestors to thank for this. "Nature designed us to exist in a primitive environment, where women were in charge of raising kids, teaching language and understanding feelings," notes Sappington. "Men were in charge of hunting/gathering in a large territory, throwing things and manipulating the physical environment. It's a tradeoff."

Which explains your addiction to Tekken Tag versus her love for phone tag.

WITH WOMEN

Our gaming girl offers 10 tips that'll have her reaching for the controller.



Crash course: Writer Kristina Grish (second from right) and her gal pals gather to test out a ton of games, all to help you get your girlfriend to play along.

photos by John Bleeker

HOW TO SCORE WITH WOMEN (cont.)

5. "THE PLOTS ARE SO MASCULINE"

Stay away from detective or action/adventure themes. If men are main characters, they should either be exaggerated or mock-worthy. Be careful with sob stories about dead girlfriends, wives and families; though this angle speaks to sappy guys, girls may be too busy snickering at the contrived drama to concentrate on the screen.

4. "THEY'RE UNREALISTIC"

Highlight game packages with the terms "accurately modeled," "real-time" and "cinematic sequences." Point out recognizable clothing logos, familiar city shots, actors' voices and cause/effect bodily functions like sweat and blood. Remind her of this comment when she utters complaints No. 7, 6, 5. Do not remind her of a certain Buffy the Vampire Slayer addiction.

3. "I'M NOT AS COMPETITIVE AS YOU ARE"

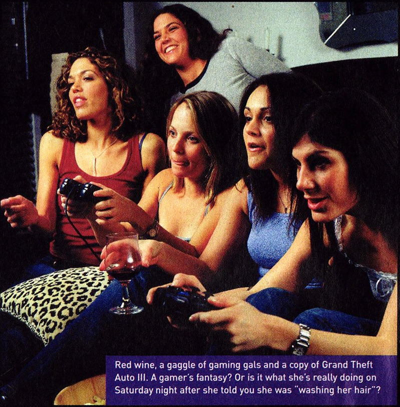
Partner or tag-team games encourage cooperation. If you play against each other and you win, don't let her take it personally. If she wins, don't act upset when she beats you. By nature, females have better motor coordination in their hands. Sensitive and dexterous: a combo that will pay off later, if you know what we mean.

2. "THE CHARACTERS ARE SO ONE-DIMENSIONAL"

If your girl is interested in the stories behind the characters, she'll care more about whether they win, lose or die. Focus on figures with feelings—like Tidus from Final Fantasy X, who hates his missing father, or Maria from Silent Hill 2, who has intimate conversations with James. But don't be surprised when she asks you to share your emotions, too. *Gulp.*

1. "AFTER I BEAT THE GAME, THEN WHAT?"

Encourage games with plot twists and multiple difficulty levels. Games with many choices—outfits, characters, cars—will also do. Applaud your girl's confidence, and remind her that there's more than 1,000 PlayStation games that you can explore together. Ah, a gaming couple is born.



Red wine, a gaggle of gaming gals and a copy of Grand Theft Auto III. A gamer's fantasy? Or is it what she's really doing on Saturday night after she told you she was "washing her hair"?

PICKS FOR CHICKS

OPM presents a list of PS2 games to play with your gal pal—along with a few to avoid at all costs. But a word of caution: Get her hooked and you risk never seeing your beloved console again. Hey, you wanted her to play.

If you pick the wrong game, you're going to hear more sighs than your anxious ears can handle. Settle in with these surefire winners and remember to promise backrubs if she scores really well.

GRAND THEFT AUTO III

A noncommittal agenda, dramatic plot, readable map, stylish visuals and multitasking abilities nail the female psyche. She can create a story or just play to win—pounding street thugs, changing radio stations and answering mission calls en route. Realistic weather changes, a real-time clock and cause/effect actions will impress.

06:07
500186162
057

SSX TRICKY

Fashionable characters, cool music and overall speed: a virtual adrenaline rush. Game dames can opt to be a female competitor—and then pick an outfit and designer board. Trick tutorial is a must.

TEKKEN TAG TOURNAMENT

Playing with a partner and monitoring your health meters are lifesavers. A simple goal and complex stunts create mental balance. Female characters crouch in skirts and do sliding dashes in heels—unrealistic, but heroic nonetheless.

PARAPPA THE RAPPER 2

What lady wouldn't love an old-school pup with hip-hop culinary skillz? She'll think the music's more Romper Room than Run DMC, but it's easy to move to new levels—and amusing to meet possibly-lost-in-the-translation characters like Sunny Funny, who only dates "real men," and Master Chop Chop Onion, who raps "Smooth the butter/Caress your lover."

Any which way
it tastes good you know
Good

READY 2 RUMBLE: ROUND 2

Great pick-up-and-play, where even a loser's a bruiser. Male and female characters are created equally silly (G.C. Thunder and Lulu Valentine are knockout boxers... and fashion mavens?). Selene Strike's bouncing boobs are offensive, but her mean punch quiets the inner-feminist.

You may like these games, and we might like these games, but she's going to hate them. Stay far away from these titles or you're going to be cooking dinner for a week to get her back.

SILENT HILL 2

The mysterious, emotional plot tries too hard and resembles a cloying Harrison Ford flick. Aimlessly wandering through fog is technically frustrating. Note to Konami: Opening with a filthy urinal scene may alienate female players.

TWISTED METAL: BLACK

The spooky backgrounds are bad enough, but competing against murderers, outcasts and psychos in a deathmobile tournament don't add up to a girly good time. She'll give props to Bloody Mary, who seeks revenge on a boy who called her an "ugly fat cow."

FINAL FANTASY X

She may connect with the magical images, dialogue and music. But the interactive characters, customized weapons, recovery items and color-coded nodes—though smart details—require too much time to remember.

DALLAS
TIME LIMIT
6
CAR TRANSPORTER
$12,500

18 WHEELER

This game will only remind her of: 1) kissing smelly boys at the arcade, 2) feathered hair, or 3) your secret love for blondes in hot pants and cowboy boots. Oh, and how many aspiring lady truckers do you know? Exactly.

THE ADVENTURES OF COOKIE & CREAM

You're better of getting her ice cream in place of this too-cute duo. Playing as partners instead of competitors will appeal to females, but it's too hard to understand the verbal clues and get past those damn gators.

MADDEN NFL 2002

Even if she willingly sits by your side all Sunday while you watch your football, she'll still have a hard time with this one. The controls are too much, too soon. And why would you want to play this with your gal anyway?

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Now, FORCE powered.

The Force is with you as you climb into the cockpit of the new Jedi starfighter – straight from *Star Wars*: Episode II. Take control of a true Jedi ship and use your Force powers of lightning, shield, reflex, and shock wave in more than 15 intensive missions. Even play with – or against – your friends in 2-player mode. And experience awesome flight action as only a Jedi can. Feel the power at www.jedistarfighter.com

TEEN T CONTENT RATED BY ESRB | Violence

LUCAS Arts

Official *Star Wars* Web Site www.starwars.com

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Hex Missile
Hex Missile

Screenshots from PlayStation 2 version

PlayStation®2

XBOX™

"Raggy, Raphne, Red, Relma? Where are you?"
HERE
LIES
ELIAS
INGSTON

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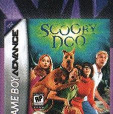
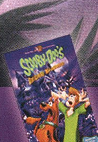
WBIE LOGO: tm & © Warner Bros.
(s02)

EVERYONE
E
CONTENT RATED BY
ESRB

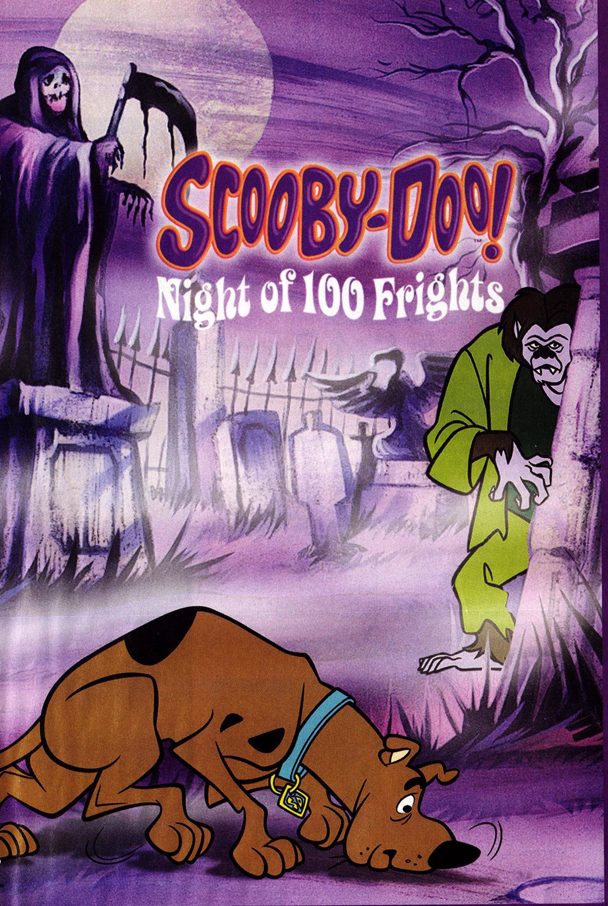
comic mischief


GAME BOY ADVANCE
SCOOBY DOO
THQ

Game Boy Advance based on feature film Available Now!


SCOOBY-DOO'S

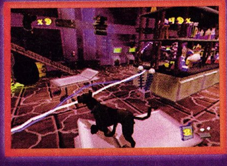
Look for Scooby-Doo Original Mysteries on Video and DVD.


Scooby-Doo!™
Night of 100 Frights

The gang is missing.

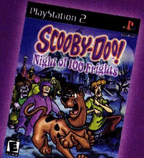
Help Scooby find them before he gets hungry.

Featuring the Scooby-Doo cartoon voice actors and special guests.



12 huge levels based on the original Scooby-Doo cartoons.

Encounter 20 classic Scooby-Doo villains.


PlayStation 2
Scooby-Doo!
Night of 100 Frights
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PlayStation®2

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THE INSIDER

GREEN LIGHT, RED LIGHT

Certain points come in every development cycle when the publisher (read: the money) actually wants to see what you're doing. They want to get a good look at the direction you're going in. They want proof that their cash isn't being spent on just donuts and *Teen Beat* magazines. So, aside from the monthly milestones, we also have assessment demos every half a year or so, in which the big boys at the publishing company decide if they want to keep the project alive. Those are scary.

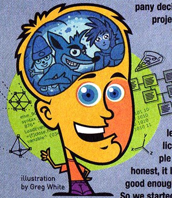


illustration by Greg White

"Of course we can do a game based on your license," we bellowed a few months ago during a pitch meeting, "it won't be a problem!" And to prove it, we worked like nuts to create a single-level demo that featured their licensed characters doing simple things. And, to be completely honest, it looked pretty good. At least good enough for them to start paying us. So we started writing. Hundreds of pages of documents detailing everything the game would contain. They were happy with what we wrote, but you can only get so far with words; the publisher wanted to take a look at how the visuals were shaping up. Our first demo might have looked good, but they wanted to see what we were able to achieve in the months following the pitch.

So Seven Studios unleashed our best artists to create eye candy. We sent them to a certain city that plays a huge role in the game, and our guys took hundreds of pictures. Sidewalks, cars, hot-dog stands, it didn't matter—if the object looked cool, it was captured on film. Then when the artists came back, they started the huge task of turning the pictures into textures. They created geometrical shapes that represented storefronts and automobiles. They put in tons of little touches like trees that move in the wind and steam that wafts from vents. And, to their credit, they created an environment that looks shockingly similar to the area they were trying to depict. We then placed the characters in this new world, added a bunch of cool cinematic background effects, burned it onto a CD, and held our breath.

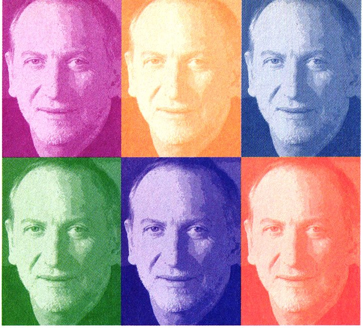
See, the thing is, this isn't just a normal demo. This is a potential turning point. In other words, if this demo was a disappointment, if it didn't look as good as our publisher was expecting, that could spell huge trouble for us. The publisher could cancel the deal. And they'd stop sending money. That's called "getting a red light." Those blow.

As of this writing, we haven't heard from the publisher if the game's been green-lit (if they're going to commit for the next few months), but early indications are superpositive. But the point is, our team came up with something that looked so good it made our first demo—the one that actually got us the job—look almost pathetic in comparison. Our demo is looking less like a demo and more like a game; we're proud of what we did, and confident the publisher will be just as excited as we are.

We're able to breath a little easier now, but the real fun has yet to begin. The next major step is called the gameplay demo. And, as any good gamer knows, gameplay is the heart of a respectable title—and it's also the hardest aspect to achieve. But we have ideas, plans on how to create something that's as delightful to play as it looks.

And now we just need to prove it.

Ryan Lockhart ryan_zwei@yahoo.com finds it incredibly annoying to write these columns without being able to mention the damn cool license Seven Studios is using. Like, really incredibly annoying.... "Soon, though," he hisses. "Soon."



Bernie's Got Game

If you're not familiar with the publisher Bam! Entertainment, then, well, we don't really blame you. They really haven't put out anything noteworthy—until now, that is. Take one look at this month's reviews section and you'll see what we mean. Wipeout Fusion, WRC and Dropship—all big-name games with great scores. And Bam! has even more top offerings right around the corner.

Overnight Bam! has gone from a little-known outfit to a first-rate gaming powerhouse. Much of the credit is due to a recent big hire: Bernie Stolar. The former Sony CEA, Sega and Konami exec now heads up Bam! and seems to be making some great calls. We caught up with Stolar for five quick questions.

1 What's the key to this recent success? We're sure some other publishers would like to know.

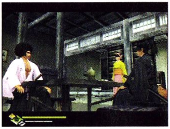
Relationships. Everyone here has worked hard at building strong relationships with hardware manufacturers and development studios, and because we've been able to establish great relationships, we've been presented some great opportunities. The opportunity to publish Wipeout Fusion, Dropship and WRC are the result of a great working relationship with Sony. Way of the Samurai came about from our great relationship with Spike—we published their Game Boy Advance title Fire Pro Wrestling.

2 Why didn't Sony CEA publish Wipeout Fusion or Dropship?

Sony Europe chose us to publish these titles for the U.S. because of our strong distribution. Sometimes when products are brought from Europe to the U.S., they don't get the focus and commitment they deserve when there's a lot going on or it's a busy time of year. Sony chose us to publish these games here because they know we're young and hungry, and that we'd give these games our full attention and focus—which is exactly what we've done.

3 We were surprised to hear Bam! picked up Way of the Samurai for a U.S. release. Will you continue to look to Japan for games to bring here?

We're always looking at new opportunities in every market. The Japanese market is complex, with some fantastic talent. Sometimes projects like Way of the Samurai come along and you just know it's something that needs to come here because of its quality and appeal. When opportunities like that come along, we don't pass them up.



4 Before you left Sega, you helped turn it around and helped launch the Dreamcast here. What do you think of Sega's multiplatform strategy now?

I believed even before the Dreamcast that Sega should have a multiplatform strategy because of the strength of the product-development organization. I wanted to sit down with Ken Kutaragi of Sony and initiate that relationship because I thought Sega should be one of the largest publishers in the world.

5 What do you see when you look at Xbox, PS2 and GameCube?

The difference in processing power of each console is pretty negligible. It's all about quality software. Whoever has the best games will win the battle.

DATA STREAM

The New Quake?

Survival horror is taken to new levels in the Japanese PS2 game Desperate Situation Town. As earthquakes ravage a city, it's your mission to rescue any survivors. Several U.S. companies are interested in the game, so we expect to see it come here.

Guilty WHAT?!

We're not kidding you here, folks. Sammy's planned October sequel to its well-received fighter Guilty Gear X might have the worst title for any game ever: *Guilty Gear [By Your Side "G.Gear"]*—and yes, that includes the quotation marks and brackets.

Mickey Tees Off

Mickey, Donald, Goofy and a bunch of other Disney characters will shoot for par in this Hot Shots Golf-style PS2 game from Capcom. It's Japan-only at the moment, but here's hoping it'll come stateside.

Tony Hawk 5!

According to a recent article in *BusinessWeek*, not only is Activision developing Tony Hawk 4 for release this year, but the company has already started preliminary work on a fifth installment in the series. In all, Activision is said to have nearly 30 extreme-sports titles in the pipeline!

Meet your new instructor.

VF4 is revolutionizing the fighting genre with ground-breaking graphics, an all-new strategic attack and defense system, and a sophisticated training mode that enables you to become a champion martial arts warrior. Get the ultimate in hand-to-hand combat on a next generation gaming system.

Virtua Fighter 4™

PREPARE FOR A BEATING.

TEEN
T
CONTENT RATED BY ESRB
Violence

Only on PlayStation®2 computer entertainment system

PlayStation®2

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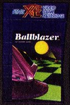
A GAMING FORCE

A year-by-year look at the two-decade history of LucasArts



1982-1986

LucasArts produces five games published by other companies: a Navy attack-boat simulator called PHM Pegasus, the awesome fractal-generated 3D space-rescue game Rescue on Fractalus, Koronis Rift, Labyrinth and the 3D future-sports title Ballblazer. In terms of technology, the company is way ahead of the competition, immediately establishing the Lucas teams as some of the best in the business for systems like the Commodore 64 and Atari 800.

1987

In the years following 1987, LucasArts will become renowned for its point-and-click adventures, all of which have their roots in the technology established by its first such game, Maniac Mansion. The story engine developed for the title, known as SCUMM (Script Creation Utility for Maniac Mansion), helps the team work on games that stand out for their humor, ease of use and innovative point-and-click interface. After success on the PC, Amiga, Atari ST, Apple II and Commodore 64, Jaleco picks up the game for an NES release (1990). By the end of the year, Atlantis Films and The Family Channel step in to move the Maniac Mansion franchise to television.

MANIAC MANSION

Walk to outer door

1988

Zak McKracken and the Alien Mindbenders plays much like Maniac Mansion and further establishes LucasArts' teams as artists unafraid to be wacky. The story? Zak is a tabloid journalist who discovers an alien conspiracy to render humans terminally stupid.

Later in the year, Battlehawks 1942 is released, the first in a trilogy of World War II air-combat simulators.

1989

Using an enhanced version of the SCUMM engine, Indiana Jones and The Last Crusade is an adventure game released for the PC, Amiga, Atari ST and Apple Macintosh, and it's the first LucasArts game based on an actual Lucasfilm franchise. Later, an action-based companion game is also put into production.

The second WWII trilogy game, In Their Finest Hour: The Battle of Britain, is released for the PC, Amiga and Atari ST, along with Pipe Dream, a puzzle game you still see variants of today.

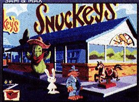
1990

The innovative Loom pushes the boundaries of interface design by integrating music into the way players control the game.

LucasArts' most eminent original franchise sees the light of day as The Secret of Monkey Island emerges to push the SCUMM point-and-click engine even further. Accolades and awards ensue, many hailing it as "wonderful."

SECRET OF MONKEY ISLAND

SAM & MAX



1994

A quieter year than previous, much of the product released is CD-ROM-based enhanced versions of previous games. The talkie version of Sam & Max hits, proves itself even funnier than the text-based original, and an X-Wing collection gathers all of its add-ons. Super Return of the Jedi is released for SNES, while PC gamers get the crown jewel of the year: TIE Fighter. Using the basic gameplay engine from X-Wing, this new game allows you to play as the bad guys. Speculation immediately erupts as to how one day you'll be able to play one game against the other.

STAR WARS: DARK FORCES

1995

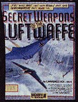
Dark Forces gets the year off to a good start—think Doom meets Star Wars. It's a huge success on the PC and introduces the world to Kyle Katarn, one of the first significant characters in the Star Wars universe generated from something that isn't a movie.

Rebel Assault also gets a sequel this year. Guess the name? Yep, Rebel Assault II. Its FMVs feature the first recorded Star Wars material since *Return of the Jedi.*

Full Throttle pushes the boundaries of the point-and-click genre by integrating the Rebel Assault engine with the SCUMM system to provide a game with both action and adventure elements. The cartoon style mixed with 3D images proves to be significantly ahead of its time (think cel-shaded games, only seven years ago) and the gritty-but-witty story strikes a chord with gamers.

With some remarkable people involved in its conception, The Dig is released. Steven Spielberg helped inspire the story, and Industrial Light & Magic as well as award-winning author (and sometimes *OPM* contributor) Orson Scott Card also contributed. The game launches simultaneously with a soundtrack CD, audio drama and a novelization by Alan Dean Foster. Selling 300,000 units, the game becomes LucasArts' best-selling adventure.

1991



Quick to capitalize on Monkey's success, Monkey Island 2: LeChuck's Revenge is released, and with it comes the iMuse technology (Interactive Music and Sound Effects), a system that alters the music in accordance with the action of the game. The final game in the WWII trilogy, Secret Weapons of the Luftwaffe, establishes Larry Holland as a true master of game development. In collaboration with JVC, LucasArts' first Star Wars game is launched for the NES, simply titled Star Wars.

1992

Big-time LucasArts games are rereleased on CD-ROM as full "talkie" versions. Loom finds its voice first.

The company's first "original" Indy story, Indiana Jones and the Fate of Atlantis, pushes numerous boundaries, from the rotoscoped animation to the different behavioral styles that players can employ. Fate of Atlantis is still considered one of the finest point-and-click adventures of all time.

Defenders of Dynatron City and The Empire Strikes Back both hit the NES this year, followed by everyone's favorite Star Wars game, the action-packed Super Star Wars, for the recently launched Super NES.

1993

Larry Holland leads the creators behind LucasArts' first space-combat simulator, X-Wing, and PC gamers absolutely love it. To further feed this popularity, the X-Wing team stays busy throughout the year and releases add-on packs for the original game in the shape of Imperial Pursuit and B-Wing, both of which add new ships and expand the storyline.

The year also brings numerous other "classics," including a talkie version of Fate of Atlantis and the CD-ROM game Star Wars: Rebel Assault, which combines video footage and prerendered CG images. Two LucasArts comedy classics make their debut, as well, both of them point-and-click adventures: Sam & Max Hit The Road is still fondly remembered by all who played it, and Maniac Mansion fans finally get a long-overdue sequel in the form of Day of the Tentacle.

Meanwhile, console gamers weep to the amazing snowspeeder level in Super Empire Strikes Back for SNES, and the still-worth-a-look Zombies At My Neighbors hits both SNES and Genesis.

DAY OF THE TENTACLE

STAR WARS: ROGUE SQUADRON

1996

Rebel Assault II is released for PlayStation, along with an inferior port of Dark Forces.

The new Nintendo 64 sells well largely due to titles like Shadows of the Empire—a game originally intended to feature Boba Fett but later changed to star the oft-ridiculed Dash Rendar. (You'll notice he hasn't turned up in any games since.)

Also, LucasArts' strategic simulation Afterlife offers players the chance to build and manage heaven and hell for an alien planet. It's quite weird...and people don't quite know how to take it.

1997

A bad year for LucasArts games on PlayStation. Inspired by the award-winning Ballblazer, Ballblazer Champions hits the system to complete ambivalence. Herc's Adventures also emerges to limited enthusiasm. Later, Star Wars: Masters of Teras Kasi, a reviled 3D fighting game, meets bad reviews and a poor reception.

On PC, the sequel to Dark Forces emerges and turns the first-person shooter genre on its head—Jedi Knight: Dark Forces II is still considered a modern classic. Outlaws, a cowboy-based 3D shooter hits PC and proves popular with critics.

Later in the year, two other PC classics emerge: First, the third Monkey Island game, The Curse of Monkey Island, steps up to the plate with some superb visuals and a hilarious story. And the previously rumored X-Wing vs. TIE Fighter proves that you can't knock a really good idea.

STAR WARS: MASTER OF TERAS KASI

PRESS START
LUKE SKYWALKER
DARTH VADER

1998

Based on Mexican folklore, Grim Fandango utilizes some incredible 3D visuals. While a hit with critics, however, people generally tend to not quite "get it."

LucasArts has better luck with the X-Wing Collector's Series, a collection of X-Wing games that now comes with enhanced 3D-accelerated visuals.

Also this year we're treated to the CD-ROM-based Star Wars: Behind The Magic documentary, as well as the awesome N64/PC shooter Star Wars: Rogue Squadron. Real-time strategy game Star Wars: Rebellion is also released for the PC in 1998 to mixed reviews.

1999

It's *Episode I* year, and two games are released: Episode I Racer and The Phantom Menace—the former for N64 and PC, the latter for PlayStation and PC. Also this year, we get X-Wing Alliance for PC, as well as Indiana Jones and the Infernal Machine, a 3D Tomb Raider-style game.

2000

Escape From Monkey Island appears for the PC to spectacular reviews, while Indy's Infernal Machine moves to N64. The Star Wars games continue to come in droves, with Demolition (PS one), Battle for Naboo (N64/PC), Force Commander (PC), Jedi Power Battles (PS one, Dreamcast) and Racer (Dreamcast) all appearing.

STAR WARS: STARFIGHTER

2001

All Star Wars all the time...except for an excellent port of Escape From Monkey Island for PS2. Starfighter proves to be incredible on PS2, Rogue Squadron II: Rogue Leader is a huge hit as a GameCube launch title, while Galactic Battlegrounds does Star Wars real-time strategy properly for the first time. Meanwhile, Xbox gets a special edition of Starfighter as well as the mediocre Star Wars: Obi-Wan.

2002

Starfighter makes the move to PC, and the sequel, Jedi Starfighter, adds funky Jedi powers to the original concept on PS2. Racer Revenge also takes the previous N64 game, propels it eight years into the future, and shows just how fast the PS2 can make a racing game feel.

New games are announced for the future as LucasArts moves away from its Star Wars-heavy roster: Gladius and RTX: Red Rock (see Previews this month), along with a reinvention of the excellent Full Throttle franchise from 1995. Massively multiplayer Star Wars Galaxies has everyone excited, while the world of Star Wars bounty hunters finally gets a game in the shape of the Jango-inspired Star Wars: Bounty Hunter.

STAR WARS GALAXIES

Maximo Returns to PS2
Capcom is working on a sequel to Maximo. Not many details are known, but the Grim Reaper will apparently play a greater role this time around. Look for Maximo 2 to hit in early 2003.

KAREN JONES

LICENSED TO THRILL

An interactive publishing "bigwig" once told me that if you slap an A license on a C game, you end up with a C game. If he had followed this credo—that a sexy license won't save a lousy game—he might still be an interactive bigwig.

The Hollywood and interactive industries have been dancing around each other for years, and not always successfully. For every best-selling James Bond or Star Wars game, the past is littered with four-star clunkers like Top Gun, Batman & Robin and a host of deadly dull FMV games. Still, it's clear that both industries really do want to learn to get along, and why not? They're riding parallel tracks toward the same goal—entertainment—each chasing a "license to thrill."

Though very little "original" movie content makes it to the local multiplex, Hollywood isn't easily enticed by interactive material, with good reason. Its early forays, like *Super Mario Bros.* and *Wing Commander*, were disasters. Not to say the potential to get it right wasn't there, especially since movies are utilizing game-inspired FX, and games are becoming more cinematic. However, real convergence comes with a mutual understanding of what makes each medium work. And, please, let's have no more game developers pretending to be movie directors.

Hopefully the afterglow of *Tomb Raider* and *Resident Evil* will salve the afterburn of earlier big-screen bombs, jumpstarting a licensing bid for more gaming greats. Meanwhile, the interactive industry remains hooked on Hollywood glitz, prompting a frenetic resurgence of convergence.

Soon kiddies will able to cozy up with more *Scooby-Doo*, *Rugrats*, *Stuart Little*, *Harry Potter* and Disney favorites, along with newcomer *Jimmy Neutron*, while sci-fi fans can share consciousness with *The Scorpion King*, *Superman*, *The Hulk*, *The Thing*, *The Matrix*, *The Terminator* plus *Stars Wars*, *Star Trek* and *Farscape*. There are also a few oddball offerings such as *Charlie's Angels* and *Minority Report*, along with potential crowd-pleasers *Lord of the Rings*, *Men in Black 2* and *Crouching Tiger, Hidden Dragon*.

Grumbling from gaming purists aside, movies, TV, books, sports and music should be culled for interactive gaming because there's so much there to play with and, at times, share. In the case of the recent movie/game release Spider-Man: The Movie, director Sam Raimi worked with Activision to help adapt Spidey's latest interactive romp. This is news given that, aside from cleaning up on huge licensing fees, most Hollywood honchos (George and Steven aside) don't bother themselves with interactive adaptations.

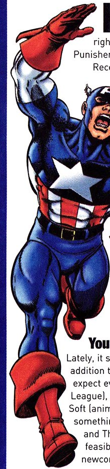
According to Activision, Sony Pictures and Raimi were instrumental in the development, which includes new storylines, extra villains and voice talent from stars Tobey Maguire and Willem Dafoe. They were also able to replicate the look and feel of the movie while making the necessary adjustments for interactive mayhem. In the movie, the Green Goblin (Dafoe) is the only bad guy to battle Spidey (Maguire). That won't impress your average gamer, so there are more fiendish foes in the game with kitschy names like The Shocker and The Vulture.

If the next generation of convergence creators have learned the A-to-C lesson of licensing roulette, we could be in for some fun. And speaking of next generation, when are we going to see a decent Trek game on PS2?

Karen Jones covers interactive entertainment for the New York Times and the Hollywood Reporter.

SUPER POWERED

THQ answers "The Call" and signs its own deal for Marvel Comics games



Having sat on the sidelines for the past couple of years as it watched Activision rake in the benefits of licenses for X-Men and Spider-Man, THQ has finally jumped in to acquire the rights to a few Marvel properties. Now, Captain America, the Punisher and Nick Fury are all primed to fight evil on your PS2.

Recently, the late-April relaunch of the *Captain America* comic was released to massive hype, the Star-Spangled Avenger reinspired by our current war on terrorism. Likewise, *The Punisher* has outsold *Batman* since relaunching two years ago, and *Nick Fury* stands tall as one of the most popular titles in Marvel's Max series of mature comics. We'll see a Punisher game in late 2003, though dates for Captain America and Nick Fury have yet to be announced.

Equally exciting is news that THQ plans to work side by side with Marvel for a series known as *The Call*, which, no doubt inspired by the events of Sept. 11, tells the stories of New York's real-life heroes in the NYPD and FDNY (with cameos from the likes of the X-Men and Spider-Man for that special Marvel touch). *The Call* hits comic shops in fall 2003, with the game shipping the following spring. The THQ release promises both to adapt moments from the comic series to game form and to create entirely new scenarios.

You Got a License for that Superhero?

Lately, it seems everyone is putting faith in comic-book properties. In addition to the upcoming releases detailed in the sidebar to the right, expect eventual word on new superhero games from Midway (Justice League), Activision (Iron Man, the Fantastic Four, Spider-Man) and Ubi Soft (animated Batman; Kemco has the comic rights). We could even see something from Eidos that involves Top Cow properties like Witchblade and The Darkness (though unlikely, a crossover with Lara Croft is even feasible). Meanwhile, we're told that Chaos! Comics (*Lady Death*) and newcomer CrossGen (*Sojourn*, *Mystic*) both have deals in the works.

SAVE THE DAY

Expect these PS2 superhero games during the next year.

X-Men: Next Dimension
(Activision, summer)
The first PS2 X-Men fighter could be the best one yet.

Aquaman: King of Atlantis (TDK, fall)
Let's hope we get the badass Aquaman with the hook...not the prissy *Superfriends* version.

Batman: Dark Tomorrow
(Kemco, fall)
We'll forget about Batman Beyond and look forward to this former GameCube exclusive.

Blade 2 (Activision, fall)
Not based on the recent hit flick, the Daywalker once again faces off against the Vampire Nation.

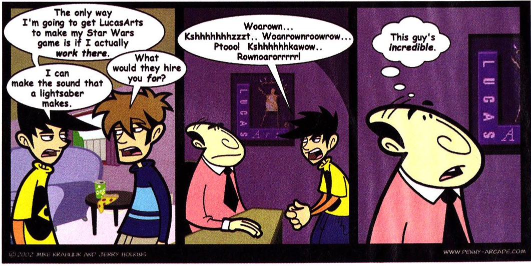
Daredevil (Encore, fall)
Based on the comic, but it has the upcoming movie's characters and shares the same basic plot.

Superman: Shadow of Apokolips
(Infogrames, fall)
Based on the animated series (though Infogrames also holds the Superman comic rights).

The Hulk (Universal, 2003)
Hulk smash your PS2!

X-Men: Wolverine's Revenge
(Activision, spring 2003)
Wolverine goes solo in this action/adventure (see page 84).

WWW.PENNY-ARCADE.COM


The only way I'm going to get LucasArts to make my Star Wars game is if I actually *work there*.
What would they hire you *for*?
I can make the sound that a lightsaber makes.
Woarown... Kshhhhhhhzzzt.. Woanrownroowrow... Ptoool Kshhhhhhkawow.. Rownoarorrrrr!
This guy's *incredible*.
LUCAS
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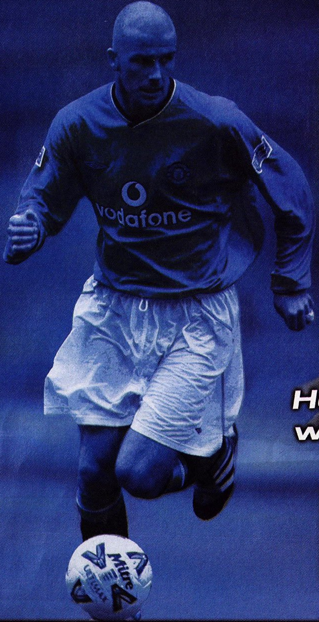
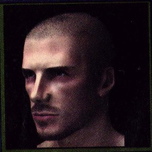


DAVID BECKHAM Player Card 7



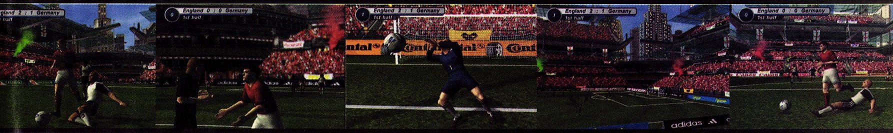
Positon	Midfield
Height	5'11in
Weight	147lbs.
Born	2/7/75

- Kicks a soccer ball 98-Mph.
- Runs nearly 9 miles a game.
- Has multiple MVP and Player of the Year awards.
- Captain - Team England.
- Helped create a game worthy of his name.

Helped create a game worthy of his name.

DAVID BECKHAM SOCCER

www.davidbeckhamsoccer.com



Developed in England under superstar David Beckham's watchful eye, prepare yourself for the most complete soccer game ever created. Over 200 international and club teams compete for glory through multiple tournament and training modes, while spot-on commentary and advanced A.I. assure authenticity. Are you ready to step into his world?

EVERYONE E CONTENT RATED BY ESRB

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Rage
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Best PS one Puzzle Games

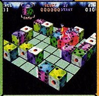
So you're a puzzle-game fan...and a PS2 owner as well. What to play? Not much, apparently. While plenty of quality puzzlers have been released for the PS one, we've yet to see anything new or exciting on the PS2. Super Bust-A-Move? Been there, done that. Fantavision? A glitzy tech demo with a bouncy soundtrack. Aqua Aqua? Puh-leeze! We were recently jonesing for some good puzzle action too, so we dug deep into our game closet and replayed everything we could find. Then we ranked our top-nine-favorite PS one puzzlers to help you sort through the titles and settle on the best of the best. The good news for puzzler fans: Since these games don't rely on fancy-shmancy graphics, they still hold up, even on your PS2—if you can even find some of these rare gems, that is.

① Devil Dice

THQ

●●●◖

With all the elements of a classic puzzle game—easy to learn, progressive degrees of challenge, and both single- and multiplayer goodness—Devil Dice easily took *OPM*'s awards for Best Puzzle Game *and* Best Multiplayer Game of 1998. What's more, it's a refreshingly original concept, involving a small devil who pushes, flips and shuffles dice around to match up the sides. Sure, there's a wee bit of math involved, but no, you don't have to be John Nash to love this game.

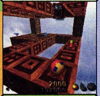


② Super Puzzle Fighter II Turbo

Capcom

(99/100, *P.S.X.*)

One of the highest-rated titles in *P.S.X.* (that's *OPM*'s predecessor, by the way), Super Puzzle Fighter II Turbo is our hands-down favorite multiplayer puzzle game. The never-ending volley of garbage blocks flung between foes will keep any pair of players on edge during the always-heated matches. "I have yet to find another game that has logged as many playing hours by our staff," wrote one reviewer back in April 1997. To this day, that quote still holds true.



③ Roll Away

Psygnosis

●●●●◖

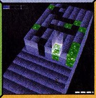
Our favorite solo PS one puzzler, Roll Away features what may be the most uncharismatic virtual star ever: a beach ball. Seriously. But this ain't no ordinary ball, as our inflatable friend has to roll its way through 3D environments replete with obstacles (spikes, ice patches) and death-defying jumps. So what's the puzzle part? Try the fact that gravity is arbitrary, and that the only way to get through the levels is to flip the platforms around and around until you find a way out. A funtastic thinking-man's game.

④ Intelligent Qube

Sony CEA

●●●

Sure, we just called Roll Away a "thinking-man's game," but maybe we should have saved that line for Intelligent Qube, one of the toughest noggin-busters out there. With a presentation unlike any other puzzle game, IQ presents you with row after row of cubes that you have to eliminate before it's too late. But it's not nearly as simple as it sounds, as you have to use your explosive squares wisely while avoiding the "forbidden" blocks—and you have to do it all within a set amount of moves.

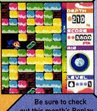


⑤ Mr. Driller

Namco

●●●●

OPM's unofficial mascot, Mr. Driller won our hearts with his childlike charm, his unique sense of style and, most of all, his massive, pulsating drill. Oh, he also stars in one of our favorite puzzle games. With elements that bring to mind classics like Tetris, Dig Dug, Mr. Do! and Boulder Dash, Mr. Driller digs his way through technicolor levels, always careful to avoid being crushed from above while making sure he has enough air to survive. Too bad there's no multiplayer mode.



Be sure to check out this month's Replay section for some nifty tricks for our favorite puzzle games!

⑥ Bust-A-Move 4

Natsume

●●●●

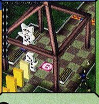
With numerous versions of this bubble-buster floating around, this one stands out as the best PS incarnation of Bust-A-Move. The core gameplay is the same as the others—line up like-colored bubbles to pop a group of them—but BAM4 boasts tons of additions that add to the formula. Most notable are pulleys that raise and lower a group of bubbles depending on their weight, along with a combo system that makes two-player matchups a blast.

⑦ No One Can Stop Mr. Domino

Acclaim

●●●◖

Longtime readers already know Mr. Domino as *OPM*'s one-time unofficial mascot, long before Mr. Driller ever came along. And why not? He's just as lovable as Driller—maybe even more so. Mr. Domino lives his life on the run, sprinting through six wacky levels, avoiding obstacles, triggering traps, and stringing together chains of, uh, dominoes that get knocked over for points. Quirky fun, but a bit too short.

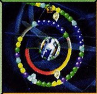


⑧ Ballistic

Infogrames

●●●●

It's tough to come up with a new twist on the bursting-bubble formula—but Ballistic does so by *twisting* the entire playing field into a spinning spiral. It may seem like a simple change, but it works marvelously, giving a fresh feel to a game that basically borrows its setup from the Bust-A-Move series. Best of all is Ballistic's pacing: The balls move quickly, leaving you little time to think things through. But with just a bit of practice, you'll be setting up chains and combos that clear levels and crush your foes.



⑨ The Next Tetris

Hasbro Interactive

●●●

No puzzle-game roundup is complete without a nod to the grandpappy of all puzzlers, Tetris. And while this version of Alexey Pajitnov's classic is far from perfect, it's definitely the better of the two that's appeared on the PS one. Along with the standard Tetris, this one adds a gravity effect that sucks sections of blocks down into empty spaces, fusing colors together to create bulky megablocks. It's also a hoot with two players. On the downside, the washed-out colors make it tough to see what's going on.

YOU GET IT

Joystick
Memory
3D Accelerator
MUST HAVES
WarCraft III PC
Grand Theft Auto III PS2/PC
Ghost Recon XBOX
Medal Of Honor: Frontline PS2
SOCOM: US Navy Seals PS2
Resident Evil GC
Spider-Man XBOX/PS2/GC/GBA
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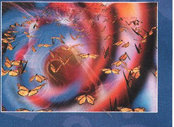
AOL KEYWORD: EBGAMES

WHAT EVER HAPPENED TO...

MODERN GROOVE

It sounded like the perfect way to just chill out with your PS2. Pop your favorite audio CD (or MP3 CD) into the PS2's disc drive, pump up the stereo, sit back on the couch, and watch as your TV comes to life with brilliant lights, colors and patterns that move in conjunction with your musical beats. That's what Modern Groove, from a bunch of ex-EA employees, promised to do when we first previewed it back in December 2000. It sounded great for parties, too: Connect a webcam to your PS2's USB ports and watch as your party's action gets mixed into the visuals.

As months passed and development progressed, U.K. dance label Ministry of Sound was signed to the project, giving the game a music selection from five top U.K. DJs. 3DO also revealed that it would publish the title in the States. Things sounded great for this innovative product.

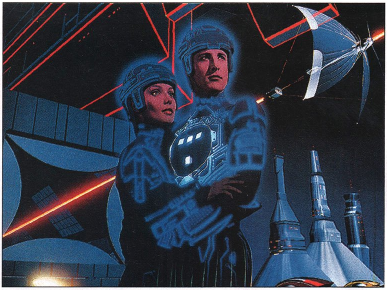


That is, until everything went silent. Months went by with no updates from the developer. Then came word that 3DO had dropped the project entirely. As 2001 went on, we were pretty sure the game had been killed. But it hadn't. Modern Groove: Ministry of Sound actually released in Europe last year. Unfortunately, the game was a mere shadow of what it was originally supposed to be.

For example, there was no MP3 support. According to the developer, though they had the function working in the prototype, Sony couldn't promise that later models of the PS2 would support it—so this was removed. Nor does it allow you to use your own audio CDs, due to legal issues, according to Sony.

So it's no huge surprise that the game never made it over to our shores. It was a cool idea, though.

Wanna get the scoop on a game that's fallen off the radar? Then just send an e-mail to opm@ziffdavis.com with the subject "What Ever Happened to..." and we'll look into it for you.



Tron Returns Next Year

New revelations on the upcoming Killer App

With work on the *Tron 2.0* movie (also known as *Tron Killer App*) well under way, new details have surfaced about the game that's based on it. Though it's being created first for the PC market, Monolith Productions has already started preliminary work on a PS2 version. A first-person-shooter, it will use the same LithTech engine that powered Monolith's recent No One Lives Forever. And, since the *Tron 2.0* movie apparently features a story that branches out onto the Internet, the game will have online elements as well. Look for both the movie and the game in 2003 and check out www.tronkillerapp.com for more information.

OVERHEARD

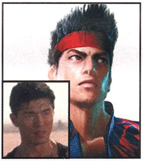
"It wouldn't have a controller—you'd perform all the fighting moves yourself and a digital camera would transfer them into the game. And, ideally, the enemies would be displayed entirely with holographs."

—Virtua Fighter 4 creator Yu Suzuki tells us what his ultimate fighting game would be like

DREAM CAST

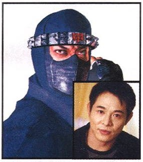
There's only one thing these days that could get us to stop playing Virtua Fighter 4—a VF4 movie! Sure, it's not on the agenda for a studio at the moment, but with big-screen treatments of Tekken and Soul Calibur in the works (see page 50 for more), you can't rule out the "best fighting game ever" making its way to Hollywood. If such a production were ever to get the greenlight, here's whom we'd like to see in each role.

Got any ideas for a Dream Cast of your own for another game? Send them to us at opm@ziffdavis.com with the subject DREAM CAST.



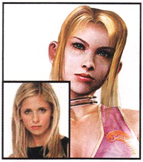
Akira Yuki: Rick Yune

Rick Yune's macho tough-guy role in *The Fast and the Furious* showed us just what a perfect Akira he would make.



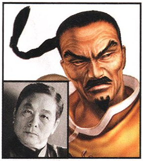
Kage Maru: Jet Li

We had to throw Jet Li in there *somewhere*. And, since he doesn't really resemble anyone, why not cast him as the guy in the mask?



Sarah Bryant: Sarah M. Gellar

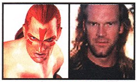
Not only do Sarah Bryant and Sarah Michelle Gellar share the same first name, but they also share the same ability to kick some major ass.



Lau Chan: Kenneth Tsang

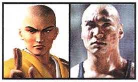
An older guy, Lau can still hold his own against younger opponents—just like Ken Tsang in *The Replacement Killers* and *Rush Hour 2*.

Pai Chan: Zhang Ziyi

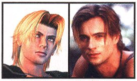


Wolf Hawkfield: Tyler Mane

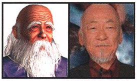
Jeffry McWild: Mr. T



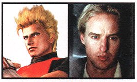
Lei Fei: Jason Scott Lee



Lion Rafale: Daniel Goddard



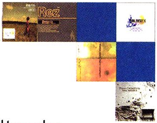
Shun Di: Pat Morita



Jacky Bryant: Owen Wilson

Vanessa Lewis: Halle Berry

SOUND CHOICES



OPM's favorite PS2 soundtracks

First thing to keep in mind with game soundtracks: They're best enjoyed through a pair of high-end headphones. Otherwise, you're likely to miss the subtle nuances and layered effects that add so much life and depth to music. Second thing: Don't start buying them unless you're prepared to get hooked. And be warned—this is one costly habit. Soundtracks aren't cheap (most of them are imported from Japan), with some costing almost as much as a new game! And you thought your gaming habit was expensive...

That said, we present our favorite PS2 soundtracks so far.

Fantavision

Remember when we said soundtracks are best listened to through headphones? Well, that applies doubly to Fantavision, because anyone within earshot will either love these bouncy, effervescent techno tunes or (more likely) will immediately launch into a punching frenzy in response to the cloyingly cheerful muzak-like monotony. A few of us here really dig it, though—it's the perfect background music for work or play.

Final Fantasy X

Let's start by assuming you've played FFX and you're already familiar with the majestic soundtrack. OK, now let's sort through the choices. Topping the list is the **Original Soundtrack (OST)**, a four-disc set that includes each and every tidbit heard throughout the game. Get this one to fully experience the rich diversity of FFX's score. Another solid choice is **Tokyopop**'s one-disc selected soundtrack, which retails for about $15 (compared with over $40 for the OST). But since you're getting a lot less music, the tracks just don't flow together as well. Next, hardcore fanboys might want to geek out to **Suteki Da Ne**, a short collection of FFX's theme songs sung by Japanese pop star Rikki. Finally, if you're in a mellow mood, check out the **FFX Piano Collections**. We thought this one was weak and wifty—but if you're ever craving "FFX Lite," it'll do.

Gitaroo-Man

Here's the thing about this one: Since it's for a *music* game, you should already know if you want it just from playing it. Our take? Gitaroo-Man works beautifully as a game, but as a stand-alone soundtrack this collection of metal-tinged J-pop is disturbingly grating.

Ico

Surprised this one even exists? We were too, since all we could recall from the game were those ambient backgrounds and a handful of haunting tunes. Which is basically what you get here: 25 minutes of nibblings, snippets and the occasional melody that insinuates itself deep inside your gray matter. Our favorite moment? Listening to the save-point music over and over again. Really.

Metal Gear Solid 2

One of the only undeniably "cool" discs among our picks, MGS2 mixes lush, orchestrated strings with driving techno beats. Thank noted film composer Harry Gregson-Williams (*Spy Game*, *The Rock*) for adding a cinematic flair and action-flick intensity to the music.

Rez

Our other "cool" pick, Rez promises to take you to "Synaesthesia"—whatever that means. All we know is this disc is jam-packed with fast-moving techno beats and trance-inducing tunes that are equally at home on a PS2 or at an all-night rave.

Shadow Hearts

With several tracks from the legendary Yasunori Mitsuda (Chrono Cross), Shadow Hearts offers up a complex, dense and challenging aural landscape. The more we listen to it, the more we find to like about it. Still, this isn't the kind of stuff that everyone will enjoy. Play the game first to find out if you'd want to hear more of this one.

Zone of the Enders

OK, so you bought ZOE because it was a MGS2 demo with a game attached. But when it comes to the respective soundtracks, ZOE stands far above Metal Gear. Dramatic and sweeping, the music shifts from wistful vocals to driving beats to solo piano work and back again. Definitely among the best.

Where to Buy

www.gamemusic.com
The best Web site for soundtrack selections. A huge library, quick shipping and plenty of sales make this our favorite place to shop.

www.tokyopop.com
With its own line of U.S. soundtracks, Tokyopop is worth checking out.

www.cdnow.com
It doesn't carry Japanese soundtracks, but CDNow is perfect if you want to save a few bucks on a Tokyopop CD.

www.ebay.com
"I buy all of mine on eBay," Songoku1980 posted on our message board. "It's a risk, but one I find worth taking."

www.animenation.com
"The prices are good," Zelgamis posted.

Funcoland
"I buy mine used at my local Funcoland," Ps2Phreek posted. "I think they happen to have them because the only people who buy soundtracks in the first place are gamers."

[THEY CAN SEE IT]

9.3.02

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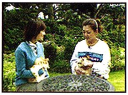
Simple 1500 Series Vol. 16: The Cat Tamer
D3 Publisher, PS one

PlayStation
猫の飼い方
～世界の猫カタログ～
SIMPLE 1500 実用 シリーズ Vol.16

Confession time: This isn't actually a game. OK, it does have a rudimentary quiz mode, but that's not the focus. The focus is on cats. *Training* cats, to be precise. It seems the humble PlayStation has become so popular and ubiquitous that it doesn't just entertain you anymore; with Simple 1500 Series Vol. 16: The Cat Tamer, it's also a veritable treasure trove of information on the care of cats. From the wide-eyed cover star to the quality-ensuring price, this "game" screams class. There are many helpful photos and guides on the disc, as well as videos featuring veterinarians and feline specialists instructing new cat owners on the correct ways to hold and pet a cat. Even better, there's an encyclopedia with detailed information on 42 different breeds, and you can even find out if two breeds are compatible for a little, ah, interbreeding. And then, of course, there's that quiz. It might not be Who Wants To Be A Millionaire, but it does the job if you're into cats (come to think of it, given the quality of the last two Millionaire games, maybe that's a good thing). Remarkably, as the title says, it's all available for the low low price of ¥1500, or $10. Spec Ops this is not. Then again, what does it say about a new cat owner who learned everything he needs to know about his pet...from his PlayStation?



MORE CHEAP GOODIES

Yes, much like the U.S., Japan has a line of supercheap, supercrap PS one games. There are now 97 of these Simple 1500 titles, covering everything from Croquette to Baseball Management. In addition to Cat Tamer (and its Dog Tamer counterpart), here are some of our favorites:

- **Japanese Railway Timetable and Map**
- **Encyclopedia of Medicine**
- **Feng Shui Guide**
- **Cocktail Making**
- **Driver's Test Guide**
- **Home Acupuncture**
- **Planetarium**
- **Chinese Language Quiz**
- **Learn the Stock Market in One Hour!**

犬の飼い方
～世界の犬カタログ～
SIMPLE 1500 実用 シリーズ Vol.15

Check Swing

MLB 2003 spends year on DL

MLB 2003 by 989 Sports was earmarked to be the PS2 game that would set Sony's unsteady sports arm back on track. It even featured single-season home-run king Barry Bonds on its cover. But we've learned that the title, expected to compete with PS2's other baseball big hitters, has been shelved until next spring. This year, only a PS one version of MLB will be released.

So what went wrong? "We wanted to be sure that the game was up to our quality standards and when it was determined that MLB 2003 would take a great deal longer to hit those targets, our management group decided to wait until the beginning of next season," says Ron Eagle, Sony's sports PR manager.

But we're told we should expect it next year. "Given the additional development time, it should be the deepest, most authentic baseball game available next spring," Eagle promises.

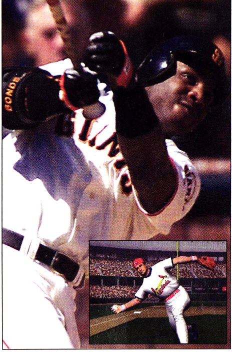


photo by Jed Jacobsohn

FALSE STARTS

When Treyarch was announced as the developer for Activision's game adaptation of Columbia Pictures' blockbuster *Spider-Man* flick, a lot of PlayStation gamers scratched their heads and said, "Trey-who?" And with good reason—except for a couple of Triple Play games for EA Sports, everything else developed by the company was only available on other systems. A closer look at Treyarch's past reveals a company known mainly for ports (and, in the case of Olympic Hockey 98, *virtual* ports), with its original titles being rather inconsistent in quality. One thing's for sure, though: If everything else Treyarch produces matches the quality of Spider-Man, we could be looking at a new development powerhouse.

Know a developer you'd like to see featured here? Write us at opm@ziffdavis.com with the subject FALSE STARTS.

	Title	The Game	The Pros	The Cons
	Olympic Hockey 98 1998 – N64	While not *exactly* a port, Treyarch's first game was essentially Wayne Gretzky's 3D Hockey set in Nagano.	Real rosters for all 14 Olympic teams; fast-paced, arcade-style action.	Just Gretzky '98 with a few minor changes to Olympicize it...and Gretzky '98 wasn't a great game to begin with.
	Die by the Sword 1998 – PC	With a LAN connection, as many as four players could engage in this hack-'n'-slash fantasy game.	Great graphics; complete control over the arm movements of the hero; cool quest.	Way too hard, partly due to the control scheme's complexity.
	Triple Play 2000 1999 – N64	Treyarch's first of three Triple Play games for EA Sports marked the debut of the series for N64.	Well...all the teams and stadiums are there, as are the rules of baseball. If those are "Pros."	With such bad controls, choppy visuals and abysmal camera angles, it's no wonder TP didn't return to N64.
	Triple Play 2001 2000 – PS one, PC	After failing with an N64 Triple Play, Treyarch's PS one/PC version to follow was a great improvement.	For the passive baseball fan, this game was light, arcadey and featured lots of 500-foot homers.	Because you could never get anyone out, you were likely to give up six or seven home runs in the first inning alone.
	Tony Hawk's Pro Skater ports (1, 2, 2x) 2000, 2001 – Dreamcast, Xbox	The PS one's trend-setting skateboarding games were ported to the Dreamcast and to the Xbox.	One of the greatest games ever got a facelift that made it shine. What's not to love?	This game was clearly built for the Dual Shock. Delays in response on the DC, and tiny Xbox buttons proved it.
	Draconus: Cult of the Wyrm 2000 – Dreamcast	An unofficial sequel to Die by the Sword, Draconus offers more hack-'n'-slash action in a fantasy world.	Fun mission-based action brought to life with excellent sound, including great voice work.	Average graphics, a choppy framerate and occasional slowdown sometimes made this one hard to look at.
	Max Steel 2000 – Dreamcast	You know that Mattel supersized action-figure line? Yep, that's what this action game's all about.	Obviously inspired by Metal Gear Solid and Syphon Filter; some nice graphics, too.	Exceedingly repetitious and every bit the game you'd expect based on a second-rate toy line.
	Triple Play Baseball 2001 – PS2, PS one, PC	After the mind-numbing, no out, home-run fest on PS one, Treyarch took on the PS2 as well.	This game catered mainly to baseball know-nothings, making for a dismal hardball experience.	This game's steady decline was nothing but cons. The biggest con? You might have paid $50 for it.
	Spider-Man 2001 – Dreamcast	A straight-up port of Neversoft's PS one game that so enthralled gamers and True Believers alike.	Solid Dreamcast graphics complement great web-slinging action and a first-rate comic-book story.	With only two shoulder buttons, controls could get tricky; also featured the same iffy camera.
	Spider-Man [movie] 2002 – PS2, Xbox, GameCube	Read last month's issue and this month's review to learn all about this game based on the Spidey flick.	Aerial combat adds a new dynamic to the already solid play of past Spider-Man games.	Cons? For comic-book fans, it's only that they had to wait so long for a such a great PS2 superhero game!

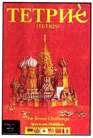
P.S.A.T.

(PlayStation Aptitude Test)

1. Who was the original intended star of the N64 game Shadows of the Empire—the star later replaced by Dash Rendar?
a. Luke Skywalker
b. Kyle Katarn
c. Boba Fett
d. Anakin Skywalker

2. In the original Blood Omen: Legacy of Kain, what was Kain's battle cry?
a. Veni, Vidi, Vici!
b. Vae Victus!
c. Excelsior!
d. Fiat Lux!

3. ...and what's the English translation?
a. In conquest, strength!
b. I came, I saw, I conquered!
c. Hail the conqueror!
d. Suffering to the conquered!



4. How many years have passed between the release of the original Tetris and the release of Tetris Worlds?
a. 10
b. 12
c. 15
d. 17

5. Which character won't be making a cameo in Kingdom Hearts?
a. Squall
b. Aeris
c. Ryudo
d. Wakka

6. The *Italian Job* film, released in 1969, featured which of these Oscar-winning Englishmen?
a. Ben Kingsley
b. Jim Broadbent
c. Sir Anthony Hopkins
d. Michael Caine

7. Which of these tennis players appears in Konami's WTA Tour Tennis but not in Namco's Smash Court?
a. Anna Kournikova
b. Jennifer Capriati
c. Martina Hingis
d. Lindsay Davenport

8. Medal of Honor: Frontline releases on June 6, which is the anniversary of what event?
A. Attack on Pearl Harbor
B. Assassination of JFK
C. D-Day
D. Secretary's Day

9. Which of these bounty hunters appeared for just a couple of seconds in The Phantom Menace, yet was also a main character in Star Wars: Demolition?
a. Boushh
b. Zam Wesell
c. Aurra Sing
d. Boba Fett

10. Which of the following games is not cel-shaded?
A. XIII
B. Jojo's Bizarre Adventure
C. Wild Arms 3
D. Mark of Kri

Answers
1.c **2.**b **3.**d **4.**c **5.**c
6.d **7.**b **8.**c **9.**c **10.**d

Clish MacLaver's

GOSSIP GOSSIP

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

Watch out for more gossip online when I team up with *Electronic Gaming Monthly*'s Quartermann on our Web site, www.gamers.com. Keep an eye out for the Rumor Mill column.

JET MOTO: BLACK

Those of you who loved the Jet Moto series on PS one will be excited to hear that Sony CEA's studio in Santa Monica is currently looking to give the series an overhaul. Were you impressed with how they reinvented the ailing Twisted Metal franchise? Word has it that Jet Moto pushes the boundaries even further and is a shockingly impressive title. A complete visual overhaul, better controls and the possibility of online play before the end of the year are all touted. We'll have more news for you on this next month, I would think.

NO ICO 2?

Only 70,000 of you bought Ico. What a crying shame. What were you all thinking? More than 10 times that number of you have splashed out for the awful State of Emergency—in a tenth of the time, too. There's no accounting for taste. Anyway...due to the fact that many of you weren't interested in playing something genuinely new and different, plans for a sequel to Ico have been scrapped. Thanks a bunch. The development team is instead working on a completely *new* franchise that tackles some of the same themes. If they had any commercial sense and no creative instincts, they'd obviously ditch all this touchy-feely crap and make a game where you run around hitting people with telephone boxes or something. Thank goodness they're artists, though—and I for one can't wait to see what they're working on. Members of the team were recently spotted at the Grand Canyon gathering images for research.

> **"Only 70,000 of you bought Ico. What a crying shame."**

XENOSAGA 2 ALREADY

We haven't even hit full steam in our excitement for Xenosaga yet, and already there are substantial rumors flying around about the sequel. As we've covered before, there will be an entire series of games set in this universe, but what we weren't expecting was that the second game would take on a completely different dynamic. Instead of just being an epic quest with gorgeous sci-fi visuals, the second, as-yet-untitled game (it'll be Xenosaga: *Something*—I'm told they're going with subtitles, not numbers) will be entirely online. From what I hear, it's not going to be a massively mutliplayer thing, but it will allow you to build a party of up to eight players who are all connected over the Net. Sounds neat, huh?

THE SIMS ARE COMING

They've been taking the PC world by storm for the past three years, and we've been running stories about their possible move to PS2 since November 2000, but it seems that we're finally going to get fully Sim'd up before the end of the year. With the PC version soon set to make the move online, it's unclear just yet how far Maxis will be pushing the PS2 version, but we do know that whatever they do it'll be as addictive as crack and as cute as a button.

RARE TO WORK ON PS2?

Since Rare sent out a Christmas card this past holiday season that featured a PlayStation 2 and an Xbox on it, rumors have been rife as to whether the Nintendo powerhouse will be jumping ship. When quizzed, Rare officials have claimed it was all "a big joke," but rumors persist to the contrary. Could Rare really adopt a Sega-like strategy? Let's hope so.

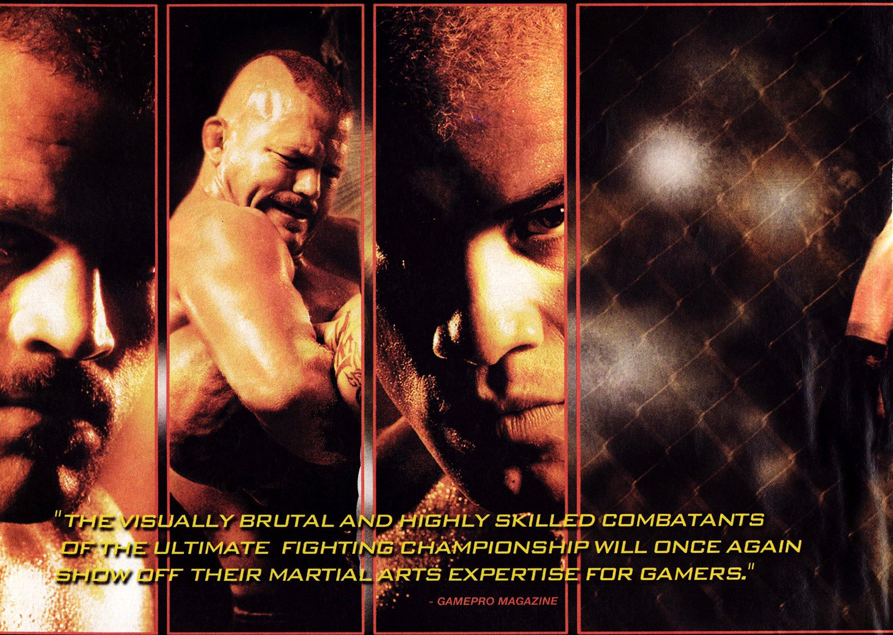
E-MAIL ME!

Got some good gaming gossip? Or anything you want to say to me? If you hear anything juicy, or get your hands on some cool screens or pictures, send me an e-mail at the following address: clish_maclaver@ziffdavis.com Look out for me on AIM, too—my buddy name is OPMClish.

BITS AND BOBS

Appaloosa is working on a sequel to Ecco the Dolphin for PS2. • SNK's Metal Slug 3 and King of Fighters 2001 are coming to PS2. • Sega's GameCube soccer/hockey hybrid Soccer Slam is slated to hit PS2 soon. • Remember that cool-looking game Rubu Tribe that we previewed a few issues back? Well, unfortunately it's been cancelled. However, its developer Outrage is already working on a new title called Alter Echo. You'll hear more about that one soon. • Working Designs may be bringing Growlancer II to the U.S. •The PS2 semi-sequel to Top Shop, called Itagaki Street in Japan, will probably be brought to the U.S. by Enix before the end of the year. • Word has it that a demo for Driver 3 will be packed in with Stuntman. Remember why you bought Z.O.E? Now you'll have a copy of Stuntman for pretty much the same kind of reason.

BUILD THE BEST.



"THE VISUALLY BRUTAL AND HIGHLY SKILLED COMBATANTS OF THE ULTIMATE FIGHTING CHAMPIONSHIP WILL ONCE AGAIN SHOW OFF THEIR MARTIAL ARTS EXPERTISE FOR GAMERS."

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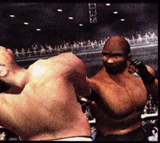

Frank Shamrock
Josh Barnett
UFC
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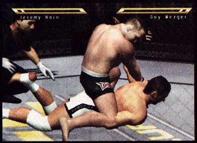
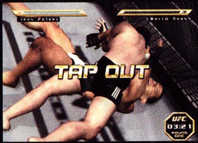
ROUND ONE





Jeremy Horn

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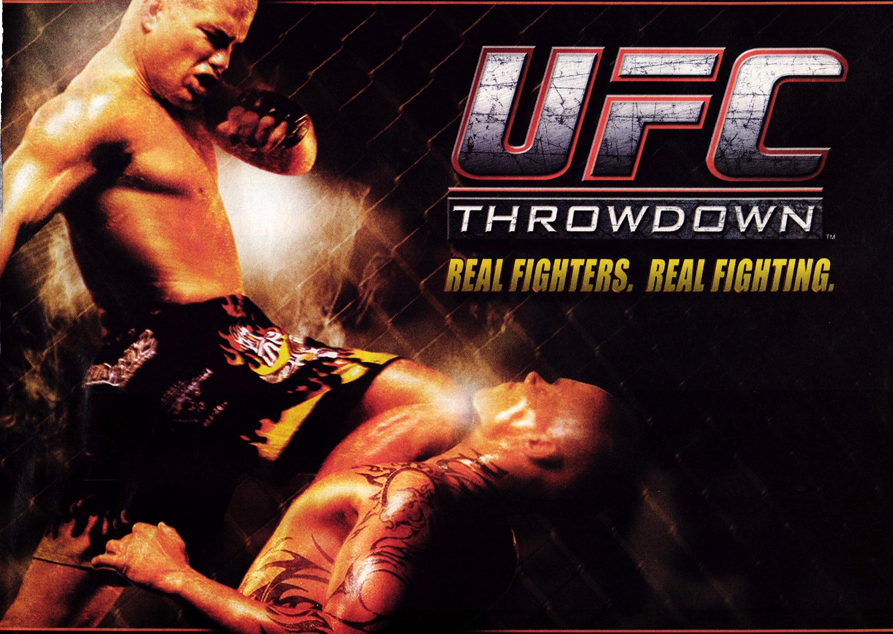
DESTROY THE REST.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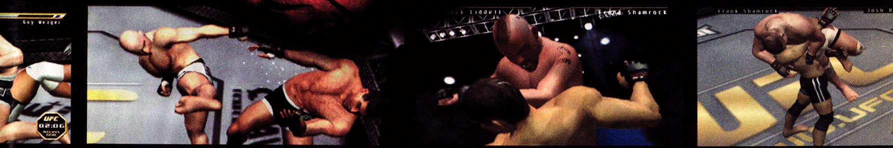
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Frank Shamrock
Frank Shamrock

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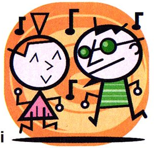
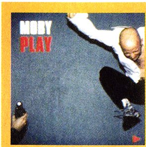


SOUND STATION

By John Scalzi

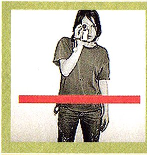
This month's lineup features tracks from World Rally Championship (New Order, Way Out West) and Test Drive (everything else). Enjoy!



Moby: *Play*

All respect to Moby, who made selling out cool: He licensed all 18 tracks of *Play* for commercial use, which helped him to sell 5 million albums, and no one griped about it once. Moby's approach to the music on *Play* is likewise opportunistic: He takes obscure R&B samples, moods them up with synths, and serves 'em up to folks with no musical history. This isn't an insult to Moby, by the way; he's got the brains to make it work. Even the mostly original pieces have an extra something to push them on the listener—like, for example, Gwen Stefani.

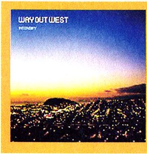
Final Score ●●●◖



New Order: *Get Ready*

One of the original techno-mope bands lightens up a bit on their latest release, but not too much: The one unadorned love song, "Run Wild," seems to be written about someone who is dying. Yeah, these guys know how to cheer up a party. For the rest of it, well, it's New Order—groovy techno beats, a signature bass drone and almost tuneless singing. There's not much to distinguish one song from another, but it moves along at a brisk clip. You can dance to it, or you can sit there sullenly and glower to it. And that's what New Order's always been about.

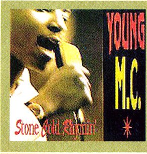
Final Score ●●●◖


WAY OUT WEST
INTENSITY

Way Out West: *Intensity*

Faceless techno—and yes, I know that a lot of people consider "faceless techno" to be a redundant term. But to use two examples from this month, Moby always sounds like Moby, and New Order sounds like New Order; they rarely sound like anyone else. Way Out West sounds like any other set of dudes with a drum machine and a Korg. It's not bad—it goes thump thump thump just fine—but if you walked around with $500 and a boom box, and offered the money to anyone who could name the band you were playing, you'd be keeping your $500.

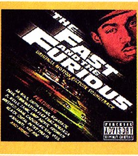
Final Score ●●◖


YOUNG
M.C.
Stone Cold Rhymin'

Young M.C.: *Stone Cold Rhymin'*

Here's why you don't stuff your music full of contemporary references: Back in '89, when this CD came out, rapping out name checks of Sly Stallone, the B-52s and other '80s favorites would have seemed clever. But now it just gives the music that musty "locked in a junior-high-school time vault" smell. And let's not even talk about "Just Say No," which may be the only rap song Nancy Reagan would ever approve of (let's play her some of the *Fast and the Furious* soundtrack, just for fun). It's not a bad album if you can forget it's not the '80s. But I can't.

Final Score ●●

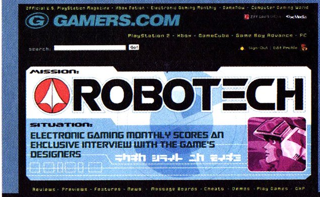

THE FAST AND THE FURIOUS
ORIGINAL MOTION PICTURE SOUNDTRACK
PARENTAL ADVISORY EXPLICIT CONTENT

Various Artists: *The Fast and Furious OMPST*

Here's a game for you folks at home: Put on a random gangsta rap CD from the last couple years and time how long it takes for the "N" word to come out and play. For the *Fast and Furious* soundtrack, it takes a full five seconds. F&F wastes no time trotting out the words starting with "B," "F" and "M," either—it's like the *Sesame Street* of crap, if *Sesame Street* featured songs about killin' and shootin' and treatin' women like property. Listening to this made me feel dumber by the second, and really, if I want that, I can just beat myself with a hammer.

Final Score ●

John Scalzi has been reviewing music since Young M.C. cultural references were still cool. Gnarly, dude! Get more of his reviews on www.indiecrit.com. Go there right now, or he'll start telling you about his favorite Miami Vice *episodes. That Don Johnson, he was rad.*


Official U.S. PlayStation Magazine - Xbox Nation - Electronic Gaming Monthly - GameNow - Computer Gaming World
GAMERS.COM
ZIFF DAVIS MEDIA
GxMedia
PlayStation 2 - Xbox - GameCube - Game Boy Advance - PC
search:
Go!
Sign-Out | Edit Profile
MISSION:
ROBOTECH
SITUATION:
ELECTRONIC GAMING MONTHLY SCORES AN EXCLUSIVE INTERVIEW WITH THE GAME'S DESIGNERS
Reviews - Previews - Features - News - Message Boards - Cheats - Demos - Play Games - GXP

Bookmarks

www.gamers.com
We take gaming news, mix it with a heaping helping of love, and serve it up to you warm and toasty on the Web. You'll find previews, reviews and our piping-hot messageboard. Join us, won't you?

www.williambova.net/soundboard/
Remember that Sam Jackson audio-clip site we featured here a few months back? Well, someone has expanded on the idea, offering quotes from Tony Soprāno, Al Pacino, Bruce Campbell and, oh yes, Homer J. Simpson.

PLAYMORE.COM
LATEST UPDATES
HIGHLIGHTS

www.sonyweb.com
Here we have a very impressive PS2 site with a healthy selection of reviews, previews and cheats, plus a great deal more.

www.gta3.com
A frequently updated Grand Theft Auto site which hosts cheats and strategy, news on the PC version, and more rumors than you can shake a bloodstained bat at.

www.miniusa.com
Remember when the VW Beetle made its comeback? Well, it's going to happen all over again with the Mini Cooper. It's a sweet-looking site and a sweeter-looking ride—plus, if you can't afford one, you'll be able to drive one in The Italian Job.

www.worldcup.com
If you're a fan of footy, or just of FIFA, you can can learn all you need to for the upcoming 2002 World Cup. Plus, there's a kickoff countdown, so you'll know right down to the second when the World Cup tournament begins.

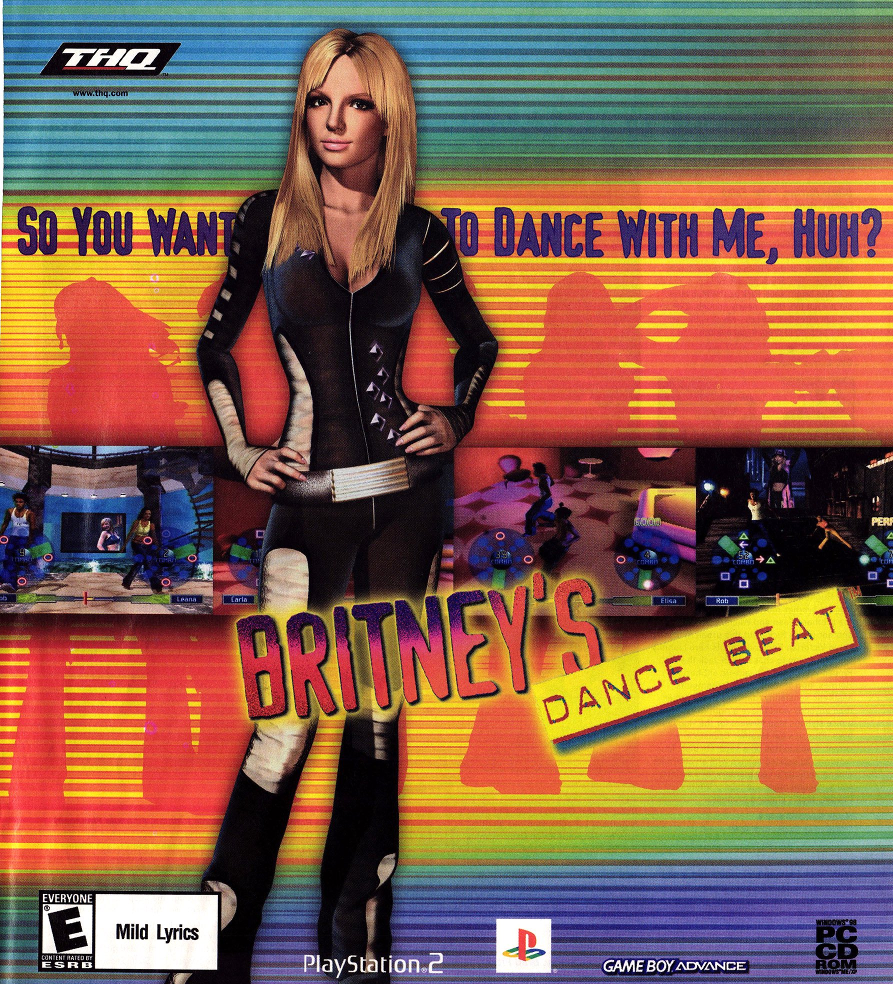
www.infiltration.org
Ever sneak around abandoned buildings, sewer tunnels and other off-limits areas? Ever want to? If so, you'll enjoy this collection of tales from those who have dared to go where no one is supposed to go. Be sure to read the account of the French catacombs.

www.gamegen.com
A staggeringly in-depth look at fighting games, with art, strategy and features, plus character rundowns from the pioneers of the genre to the games of today. Most of the characters even include animated GIF files.

www.urbanlegends.com
The home page for the alt.folklore.urban newsgroup, which includes the one about how we supposedly use only 10 percent of our brains (yep, it's a lie) and the one about the modem tax (also a lie, so *please* stop forwarding us those e-mails).

CAP'N WACKY'S BOATLOAD OF FUN
AH
eGad

www.capnwacky.com
This site is a collection of parodies and lowbrow humor, from eGad ("connecting shopaholic shut-ins with the opportunists willing to bleed their bank accounts dry") to "It-Ain't-Cool-In-the-Basement News." Some of this stuff is clearly better than others, but be sure not to miss the diary of the Stick Figure Warning Man.


THQ
www.thq.com
SO YOU WANT TO DANCE WITH ME, HUH?
Leana
Carla
Elisa
Rob
COMBO
5000
PERF
BRITNEY'S
DANCE BEAT
TM
EVERYONE
E
CONTENT RATED BY
ESRB
Mild Lyrics
PlayStation 2
GAME BOY ADVANCE
WINDOWS 98
PC
CD
ROM
WINDOWS ME/XP

www.britneyspears.com
www.britney.com

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DVD REVIEWS

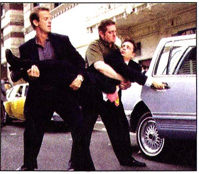
by John Scalzi

CORKY ROMANO

(Chris Kattan, Peter Falk)

Painful. Honestly painful, as in the "if I watch much more of this, my corneas will spontaneously combust and my optic nerves will shrivel in self-defense" sort of painful. Kattan plays a Mob leader's idiot son who goes undercover for the FBI to destroy evidence; hilarious hijinx are supposed to ensue, but do not. One bright spot: Falk as the Mob boss, but it's not like that's nearly enough. Extras include extended scenes—which is like an extra helping of crap, if you ask me.

Movie Score ●
DVD Extras Score ●

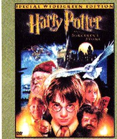


FROM HELL: SE

(Johnny Depp, Heather Graham)

The Hughes Brothers, everybody's third-favorite brother movie-making team (after the brothers Coen and Wachowski) doing yet another urban flick—but this urban flick is set in Victorian England, and its hero (Johnny Depp) is trying to chase down Jack the Ripper. *From Hell* is a jam-up of Sherlock Holmes, horror films and a "steampunk" aesthetic sensibility that works a lot better than anybody would have a right to expect—a nice stylistic step forward for the Hughes boys. Plus, it's got Heather Graham in a corset. Swell extras on a separate disc: four features, 23 deleted scenes with an alternate ending, director's commentary, and an interactive documentary and tour of White Chapel, Jack's stalking grounds.

Movie Score ●●●◖
DVD Extras Score ●●●●



HARRY POTTER AND THE SORCERER'S STONE

It's fashionable among the geeks to slam *Harry Potter* as a lame also-ran to *Lord of the Rings*, but that's really missing the point. *Harry Potter* is supposed to be *LoTR* on training wheels, and once you get that, you realize that it does its job just fine. Besides, what's not to like about living chocolate frogs, soccer on broomsticks and Hogwart's, the sort of school you would've cheerfully pushed your parents down stairs to go to? No, it's not *Lord of the Rings*, but it is a nice lead-in for the kids. DVD extras focus on the kid demographic and include a 360-degree tour of Hogwarts, games where you can catch a snitch and learn to play Quiddich, scenes in eight different languages and DVD-ROM extras.

STARRING:
(Daniel Radcliffe, Alan Rickman)

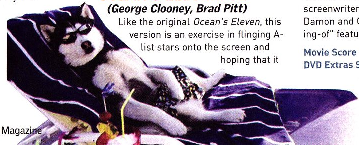
Movie Score ●●●◖ **DVD Extras Score** ●●●●

LANTANA: SE

(Anthony LaPaglia, Barbara Hershey)

A *Lantana* plot synopsis reads like a hectic week on your mom's favorite soap (A woman is murdered! The cop investigating cheats on his wife! The psychiatrist thinks her husband is having an affair—with a man!), but the beauty of this murder mystery from down under is how skillfully it weaves the melodramatic plot points into an affecting story. It's helped along by some stellar performances from Barbara Hershey, Oscar-winner Geoffrey Rush and especially Anthony LaPaglia, who was a critics' dark horse choice for an Oscar nomination for his role as the self-hating cop who has to crack the case. Extras: commentary, deleted scenes and behind-the-scenes footage.

Movie Score ●●●●
DVD Extras Score ●●◖



OCEAN'S ELEVEN: SE

(George Clooney, Brad Pitt)

Like the original *Ocean's Eleven*, this version is an exercise in flinging A-list stars onto the screen and hoping that it equals entertainment (stars this time around: Clooney, Pitt, Julia Roberts, Matt Damon, Andy Garcia, Elliot Gould). Unlike the original, which played like the night before the cast gets a court order to attend AA, this one's got a pretty good script, so even if you're not dazzled by the stars, you can still follow the crime-caper story. Director Steven Soderburgh is slumming a bit, but slumming isn't always such a bad thing. Two commentary tracks with this one: one by Soderburgh and the screenwriter, and the other by Pitt, Damon and Garcia, plus a couple of "making-of" features and DVD-ROM games.

Movie Score ●●●◖
DVD Extras Score ●●●

THE OTHERS: SE

(Nicole Kidman, Fionnula Flanagan)

Kidman locks herself and her two light-sensitive children into a huge brooding house on the English shore, attended only by three mysterious servants. So you know right away this isn't going to be a romp through the poppies. *The Others* was a surprise hit last summer, and a lot of the credit for that goes to Kidman, who convincingly loses her marbles one aggie at a time. The film's also got style, pulling more toward *The Sixth Sense* than, say, *The Haunting*. It can get a little poky, but still not a bad spooker. Extras: "making-of" and special-effects documentaries.

Movie Score ●●●
DVD Extras Score ●●◖

UPCOMING DVD RELEASES

May 7, 2002
Ocean's Eleven
Star Trek: The Next Generation: Season 2
Waking Life

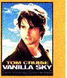
May 14, 2002
Corky Romano
From Hell

OLIVER & Company

Marilyn Monroe: The Diamond Coll. Vol. 2
Oliver and Company
The Others
Snow Dogs
X-Files: Season Five

May 21, 2002
Boondock Saints
Bruce Lee: The Master Collection
How High
Legend Ultimate Ed.
Sex and the City: The Complete 3rd Season

METHOD MAN
REDMAN
HOW HIGH



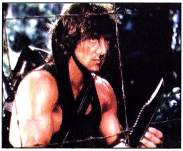
Vanilla Sky

May 28, 2002
Harry Potter and the Sorcerer's Stone
Hollow Man (Superbit)
Macross Plus: The Movie Edition
The Patriot (Superbit)

THE RAMBO TRILOGY

(Sylvester Stallone, Richard Crenna)

Sometimes you want your action to kick it '80s style, and *The Rambo Trilogy* is about as '80s as it gets. Surprisingly, the first film, *First Blood*, isn't all bad—it makes a nod toward John Rambo (Stallone) being a downtrodden Vietnam vet, even as he blows up bad cops in a hick town. But *Rambo: First Blood Part II* and the strangely named *Rambo III* are brain-dead jingoistic violence from first to last. Interesting historical note: *Rambo III* has Rambo fighting alongside Afghan Mujaheddin, some of whom, in the real world, would later become the Taliban. Whoops. Extras include commentary for all three films and a documentary disc.



Movie Score ●●
DVD Extras Score ●●●

SLACKERS

(Devon Sawa, Jason Schwartzman)

Not to be confused with *Slacker*, the quirky Richard Linklater film, since *Slacker* was pretty good, and *Slackers* stinks like a six-foot pile of dead meat left on a manure-factory loading dock. Schwartzman, so geekily good in *Rushmore*, plays a creepy, obsessive dork who blackmails Sawa (who's running a cheating scam at their college) into getting his dream girl to like him. This is just a rail on which to hang a number of painfully lame fart and sex jokes. A waste of a good cast. The writer and director need to be taken out and hit over the head with a shovel. No DVD extras to speak of.

Movie Score ●
DVD Extras Score N/A

SNOW DOGS: SE

(Cuba Gooding, Jr., James Coburn)

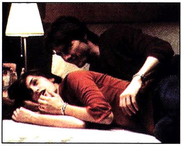
Plot: Cuba Gooding, Jr. inherits sled dogs, goes to Alaska, and finds his career buried waist-deep in snow. Memo to Cuba: You're supposed to make your dog flick *before* you get your Oscar (e.g.: Tom Hanks in *Turner and Hooch*; Kevin Spacey in *Iron Will*). Really, what good is an Oscar if it doesn't keep you from films like this? Of course, this flick has Oscar-winner James Coburn in it too—after *he* won *his* Oscar. Shameful. Extras include director commentary, "making-of" documentaries and deleted scenes.

Movie Score ●●
DVD Extras Score ●●◖

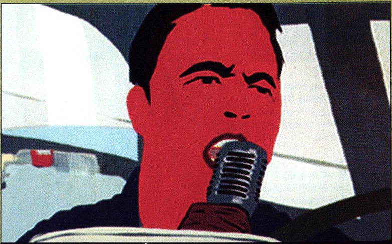
VANILLA SKY: SE

(Tom Cruise, Penelope Cruz)

Talk about confusing. Tom Cruise is a guy with everything (including Cameron Diaz and Penelope Cruz) who loses it all after a horrifying car accident—or does he? And then there's that murder...or has there really been a murder? Is the film a metaphor for the alienation of fame (with Cruise cannily playing a character worried about losing his looks and sex appeal) or just a freaky-ass mess? You make the call. All I know is that in the real world, Tom Cruise is dating Penelope Cruz, so he still qualifies as a guy with everything. Extras: Commentary with director Cameron Crowe, gag reel, photo gallery, a couple of documentaries and an interview with Paul McCartney, who contributed the movie's title song.



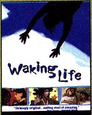
Movie Score ●●●◖
DVD Extras Score ●●●◖



Dream a Little Dream

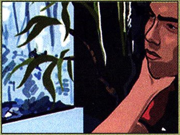
THE PLEASURES OF A *WAKING LIFE*

A lot of critics and animation aficionados were mortified when the third slot for the Oscars' new Best Animated Film category went to *Jimmy Neutron: Boy Genius* and not *Waking Life* (the first two slots were assumed to be reserved for *Shrek* and *Monsters, Inc.*, and they were right). *Waking Life* was innovative, thought-provoking and strange, while *Jimmy Neutron* was Nickelodeon selling merchandise. But it's not really that surprising when you consider how nervous the movie industry is about films that prove that anyone with a vision can get things done. *Waking Life* was put together by a handful of animators working on store-bought machines in Austin, Texas (and by director Richard Linklater, who filmed the live-action portions with a skeleton crew), whereas *Shrek*, *Monsters* and *Jimmy* are the products of traditional movie studios (*Jimmy* was also done on store-bought machines, but with a budget of $30 mil, it wasn't exactly an indie project). There was no contest. There was no hope.



Waking Life
Street Date: 5/7/2002
MSRP $29.98

Besides, while *Shrek*, *Monsters* and *Jimmy* offer the comfort of a conventional story, *Waking Life* offers a free-form, dreamlike experience: There's no plot, just actor after actor plopping down in front of a camera and extemporizing about life, the universe and everything while animators, who are rotoscoping their work over the actual live actors, offer visual editorial comment on what the actors are saying. The styles of the animated work shift with the actors, so while one scene looks like a comic book, another looks like it was done with pastels and still another has the watercolor sheen of a kid's book. It's dazzling and almost random, much like the encounters with the actors themselves.



Linklater's done this sort of thing before with his first film, the estimable *Slacker* (not to be confused with the God-awful *Slackers*—see the main review column for more on this), in which Linklater wandered around Austin with a camera and caught people living their lives. *Waking Life* does this one better, since while the actors speak, the animation illuminates the inner lives of their words and thoughts. Now, look: If disjointed films with no plot aren't your thing, don't go here. This ain't no Disney (or Dreamworks, or Nickelodeon) kiddie film. But as a prime example of what animation can do in different hands, this is gold. Great DVD stuff, too: commentary by the animators on their segments as well as by Linklater, an animation software tutorial from animation director Bob Sabiston, additional short films by Sabiston, deleted (live-action) scenes and the usual clutch of documentaries.

Movie Score ●●●●
DVD Extras Score ●●●●

GAME MOVIES

CRAZY TAXI
(studio TBA, 2003 or later)
Director Richard Donner might use a whole new cast of characters for his adaptation of Sega's zany driving game.

DEAD OR ALIVE
(studio TBA, 2003 or later)
Tecmo joins forces with Mindfire Entertainment to show us a bunch of yet-to-be-named hot chicks fighting on screen.

DRAGON'S LAIR
(studio TBA, 2003)
Don Bluth and Gary Goldman again team up to make a true film out of their classic laserdisc game/upcoming PS2 release.

DUKE NUKEM
(Dimension, 2003 or later)
"Finally, The Rock has come back to *Duke Nukem*!" That's what we'd be saying if we'd heard anything new about him actually signing on for the role offered a year ago. But no.

MAX PAYNE
(studio TBA, 2003 or later)
Collision Entertainment holds the rights to this one.

RESIDENT EVIL: NEMESIS
(studio TBA, 2003 or later)
An on-screen version of RE3? We're not sure. But *Nemesis* will likely include game characters we're familiar with this time. Paul W.S. Anderson will likely return to direct, as well.

SOUL CALIBUR
(studio TBA, 2003 or later)
Jackie Chan might star under the direction of Sammo Hung.

STATE OF EMERGENCY
(New Line, 2003 or later)
If the movie's as good as the game...then we have absolutely no interest in seeing it!

TEKKEN
(studio TBA, 2003 or later)
Looks like a $60-million flick from Crystal Sky Entertainment is on its way. Huzzah!

photo by Pamela Hanson

MEDIA MIX

MIDDLE-EARTH INVADES DVD

Ever since we learned that *The Lord of the Rings: The Fellowship of the Ring* was hitting DVD before the theater release of *The Two Towers*, we've been slavering for specifics. At last, we've got details.

Two separate DVD editions of the film will be released this year, each available in either widescreen or pan-and-scan, for a total of *four* separate releases. The first edition, due on Aug. 6, will be a two-disc set. The first disc will include the film in Dolby Digital Surround EX and Dolby 2.0. The second disc will include enough extra features to make Tolkien fans dizzy.

Ready? The disc will include three documentaries: "Welcome to Middle-earth," "The Quest for the Ring" and "A Passage to Middle-earth." It'll also have featurettes from lordoftherings.net, which include interviews with Elijah Wood, Ian McKellen, Viggo Mortensen and Liv Tyler. You'll also find a 10-minute behind-the-scenes preview of *The Two Towers*. Added to that will be Enya's "May It Be" music video, a trailer for the *other* DVD edition of *FotR*, a preview of EA's upcoming *LotR* game, trailers, TV spots and online content available only to DVD-ROM users. The whole package will be available for a mere $29.95.

But that's only half the story. On Nov. 12, New Line will release a special *extended* version of the film on DVD, spanning a staggering *four* discs (the new edition of the movie, clocking in at over half an hour longer than the theatrical release, will stretch across two discs itself), is expected to include three commentary tracks and over four hours of bonus materials. More details to come.

ITALIAN JOB REDUX?

The Italian Job, a 1969 heist classic and now a PS one game, is being remade, and Mark Wahlberg (*Planet of the Apes, Three Kings*) is the wheelman. Wahlberg will play the role of Charlie Croker, a career criminal who masterminds a gold heist. It's the role that Oscar-winner Michael Caine originally played.

The remake will be directed by F. Gary Gray (*The Negotiator, Set It Off*), and will prominently feature the soon-to-be rereleased BMW Mini Cooper.

The original film was beloved for its comedic elements, but Gray's do-over will be more serious. Another departure from the original: The gold heist will happen during a traffic jam in Los Angeles, not in Turin, Italy.

PULP COMEBACK

Remember when *Pulp Fiction* and *Reservoir Dogs* were so gritty and raw that people actually cared? It seems that Tarantino's trying a comeback with a film called *Kill Bill*. The flick, told in chapters, is similarly violent like his other films. But here's the twist: The main players are hot women. The two assassins (Lucy Liu and Daryl Hannah) are sent to kill a former co-assassin (Uma Thurman). Is a Fear Effect remake next? Dream on.

WOODY GETS YOUNGER

Before you roll your eyes at the mention of another Woody Allen picture, know that the untitled film revolves around young guns Jason Biggs, Christina Ricci and *SNL*'s Jimmy Fallon. Old fogies Danny Devito and Glenn Close also star.

SPIKE LEE'S GOT NEXT

Edward Norton is already confirmed for Spike Lee's new film, *The 25th Hour*, based on David Benioff's novel about the last days of a free man before he begins a seven-year jail sentence for dealing drugs. Philip Seymour Hoffman, Brittany Murphy and Rosario Dawson are in negotiations to co-star alongside Norton.

DVD NEWS

BLACK HAWK LAME

When Ridley Scott's *Black Hawk Down* hits store shelves on June 11, expect little in the way of features. Though Scott has publicly stated his desire to have the DVD brimming with extras, Columbia's hurrying the film out the door. It will have an "On the Set" featurette, production notes, filmographies and the trailer, but for $24.95, we suggest holding off. More likely than not, a packed special-edition version will hit by Christmas.

STARSHIP ENTERPRISE

The cult-beloved *Starship Troopers* from Buena Vista will have a two-disc special-edition Bitmap version releasing May 28. The amount of extras is absolutely staggering, ranging from eight behind-the-scenes featurettes to commentary by the director, writer and, we think, key grip No. 1.

JEDI PILGRIMAGE

Based on rumors that we dug up on thedigitalbits.com, it seems that *Star Wars: Episode II—Attack of the Clones* will enjoy a DVD release in time for your Thanksgiving dinner. Apparently, work on the disc is already under way, and it may release as early as October.

OSCAR PARTY

We've dug up potential release dates for these films that were invited to the Oscars: *A Beautiful Mind* on May 28, *Monster's Ball* on June 11, *In the Bedroom* on Aug. 13, *Iris* on Aug. 20.

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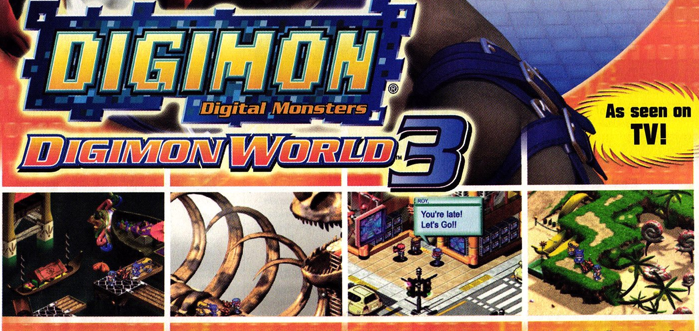
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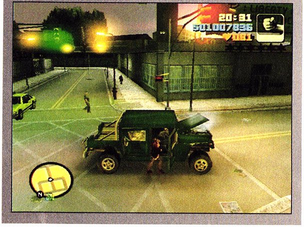
TOP 10 CHARTS

PS2 Top 10

E3 is near, which means the games you love will, likely, have sequels announced sometime very soon. It also means you should hurry up and play the games you've been meaning to. Before they're, like, out of style and stuff.

	Last Month	Title / Publisher	Rating
1	1	**Grand Theft Auto III** *Rockstar* If you keep buying this game, we're gonna run out of things to say about it. You realize that, right? So while you're just getting into the football field for the first time, or breaking into the airport (even though you didn't think you could), or finding the porn magazines, we're going to run out of stuff to talk about. Wait, you haven't done these things? Well, well. It seems you'll find some useful tips in this month's Replay section—and next month's as well. Because we can't stop talking about it in Replay, either.	●●●●●
2	—	**Knockout Kings 2002** *EA Sports*	●●●●
3	—	**Tiger Woods PGA Tour 2002** *EA Sports*	●●●●
4	2	**State of Emergency** *Rockstar*	●●●
5	4	**Max Payne** *Rockstar*	●●●●
6	3	**Final Fantasy X** *Square EA*	●●●●●
7	—	**All-Star Baseball 2003** *Acclaim* We know ASB isn't a bad game. But it doesn't have the staying power of High Heat. Graphics and extras? You bet. We're still High Heat fans, though. At least you didn't buy Triple Play.	●●●◖
8	—	**NBA 2K2** *Sega Sports*	●●●●●
9	—	**Pac-Man World 2** *Namco*	●●●●◖
10	9	**Gran Turismo 3: A-spec** *Sony CEA*	●●●●●



Source: NPDFunworld TRSTS Service, mid-March 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

OPM's Most Wanted PS2 Games

1	Medal of Honor: Front.	*EA Games*
2	Onimusha 2	*Capcom*
3	Kingdom Hearts	*Square EA*
4	SOCOM Navy SEALs	*Sony CEA*
5	Auto Modellista	*Capcom*
6	Stuntman	*Atari*
7	Soul Calibur 2	*Namco*
8	Final Fantasy XI	*Square EA*
9	NCAA Football 2003	*EA Sports*
10	Xenosaga	*Namco*

Japan's Top 10 PS2 Games

1	Onimusha 2	*Capcom*
2	Kingdom Hearts	*Square*
3	Super Robot Taisen	*Banpresto*
4	Tekken 4	*Namco*
5	J League Pro Soccer	*Sega*
6	Xenosaga	*Namco*
7	Wild Arms 3	*Sony CEI*
8	Wangan Midnight	*Genki*
9	Itagaki Street 3	*Koei*
10	FFX International	*Square*

illustration by Mike Vallas

Jango Fett's Top Ten PS one Games

1	Metal Gear Solid	*Konami*
2	Colony Wars	*Psygnosis*
3	Blasto	*Sony CEA*
4	Family Game Pack	*3DO*
5	Caesars Palace II	*Interplay*
6	Mr. Driller	*Namco*
7	Asteroids	*Acclaim*
8	Einhänder	*Square*
9	Rhapsody: Musical Adv.	*Atlus*
10	Gallop Racer	*Tecmo*

Top 10-Selling Games, All Systems

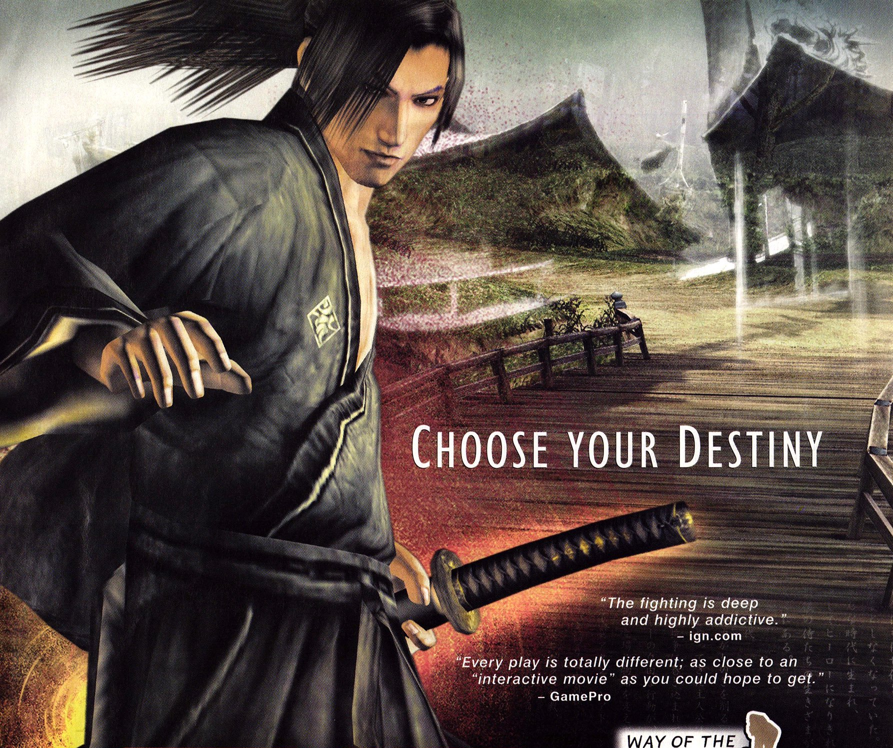
1	Grand Theft Auto III (PS2)	*Rockstar*
2	Sup. Mario Adv. 2 (GBA)	*Nintendo*
3	Sonic Adv. 2 (NGC)	*Sega*
4	Knock. Kings 2002 (PS2)	*EA Sports*
5	Sonic Advance (GBA)	*Sega*
6	Tiger Woods 2002 (PS2)	*EA Sports*
7	State of Emergency (PS2)	*Rockstar*
8	Max Payne (PS2)	*Rockstar*
9	RalliSport Chall. (Xbox)	*Microsoft*
10	Final Fantasy X (PS2)	*Square EA*

PS one Top 10

There are two PS one versions of Grand Theft Auto on this month's top 10 list, but are people forgetting GTA: London 1969? Just because we mentioned it, the game will now, likely, sell a bazillion copies. Better yet, why not try The Italian Job instead?

	Last Month	Title / Publisher	Rating
1	2	**Grand Theft Auto 2** *Rockstar* Well, well, well. Like we're supposed to care that GTA2 has crawled to the top spot. We're generally fans of the games that grace the top of this chart. And, if you're going to buy a GTA game for PS one, this is *the* one to buy. But how it's eclipsing the Tony Hawks and the Gran Turismos and the Spyros of the world is beyond us. Putting aside the thrill of wanton violence, we just can't play this for more than 20 minutes—not after having played GTA3. Oh, right—you haven't yet played GTA3. Carry on, then.	●●●
2	4	**Motocross Mania** *Take 2 Interactive*	●
3	1	**Driver 2** *Atari* It went from No. 1 on the charts to No. 3, but we're not expecting to see it on this list next month. Not with Rockstar's Italian Job mopping up your precious gaming dollars.	●●●●
4	7	**SpongeBob SquarePants** *THQ*	●●
5	—	**IHRA Drag Racing** *Bethesda*	◖
6	3	**Gran Turismo 2** *Sony CEA*	●●●●●
7	—	**Grand Theft Auto** *Rockstar*	●●◖
8	—	**Army Men: Team Assault** *3DO*	[NOT RATED]
9	—	**WWF SmackDown! 2** *THQ*	●●●●●
10	—	**Bowling** *Agetec*	●●

Source: NPDFunworld TRSTS Service, mid-March 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.



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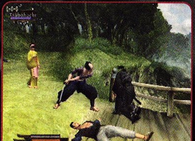
– GamePro



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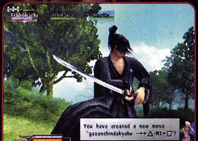

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Coming Soon

PLAYSTATION 2

May

Aggressive Inline	Acclaim	X-Sports
Barbarian	Titus	Fighting
Britney's Dance Beat	THQ	Rhythm
Commandos 2	Eidos	Strategy
Conflict Zone	Ubi Soft	Strategy
David Beckham Soccer	Sammy	Sports
Downforce	Titus	Racing
ESPN MLS ExtraTime '02	Konami	Sports
Evil Twin	Ubi Soft	Action
GTC Africa	Majesco	Racing
Hidden Invasion	Conspiracy	Action
Jimmy Neutron	THQ	Action
Looney Tunes: Space Race	Infogrames	Racing
Monster Jam: Max. Dest.	Ubi Soft	Action
Pryzm: The Dark Unicorn	TDK	RPG
Rayman Arena	Ubi Soft	Action
Red Card 20-03	Midway	Sports
Riding Spirits	bam!	Racing
RLH: Run Like Hell	Interplay	Action
Scooby-Doo! 100 Frights	THQ	Action
Test Drive: Overdrive	Atari	Racing
UFC: Throwdown	Crave	Fighting
Worms Blast	Ubi Soft	Puzzle

June

Caesars Palace	Take 2	Casino
Freekstyle	EA Big	X-Sports
Gravity Games Bike	Midway	X-Sports
Legion: Legend of Excalibur	Midway	Strategy
Lego Soccer	EA Sports	Sports
Lethal Skies	Sammy	Shooter
The Lost	Crave	Adv.
Mat Hoffman's Pro BMX 2	Activision	X-Sports
Medal of Honor: Frontline	EA Games	FPS
Mike Tyson Boxing	Codemasters	Sports
MLB SlugFest 20-03	Midway	Sports
MS Gundam: Fed. Vs. Zeon	Bandai	Action
MX Superfly	THQ	X-Sports
Prisoner of War	Codemasters	Adv.
Pro Race Driver	Codemasters	Racing
Romance of 3 Kingdoms 7	Koei	Strategy
Stuntman	Atari	Action
The Terminator: DOF	Infogrames	Action
Way of the Samurai	bam!	Adv.

July

Kelly Slater's Pro Surfer	Activision	X-Sports
Need for Speed: HP2	EA Games	Action
Simpsons Skateboarding	EA Games	X-Sports
Sky Gunner	Atlus	Shooter
Street Hoops	Activision	Sports
The Thing	Universal	Adv.

August

Armored Core 3	Agetec	Action
Madden NFL 2003	EA Sports	Sports
NCAA Col. Football 2K3	Sega	Sports
NCAA Football 2003	EA Sports	Sports
NFL 2K3	Sega	Sports
Turok: Evolution	Acclaim	FPS
X-Men: Next Dimension	Activision	Fighting

Future Releases

.hack: Treasure Hacker	Bandai	Action
Armored Core 3	Agetec	Action
Auto Modellista	Capcom	Racing
Blade 2	Activision	Action
BloodRayne	Majesco	Action
Dead to Rights	Namco	Action
Defender	Midway	Action
Dragon's Lair 3D	Encore	Action
Endgame	Empire	Shooter
Final Fantasy XI	Square EA	RPG
JoJo's Bizarre Adventure	Capcom	Fighting

PS ONE

May

Creatures	Conspiracy	Action
Delta Force: Urban War	NovaLogic	FPS
Digimon World 3	Bandai	RPG
Dracula: Last Sanctuary	DreamCatcher	Adv.

June

Disney's Lilo & Stitch	Sony CEA	Action
Rainbow Six: Lone Wolf	Ubi Soft	Action
Spec Ops: Airborne Div.	Take 2	Action
Super Shot Soccer	Tecmo	Sports

Future Releases

Austin Powers Pinball	Take 2	Pinball
c-12: Final Resistance	Sony CEA	Action
Gundam Battle 2	Bandai	Action
MLB 2003	Sony CEA	Sports
The Pink Panther	DreamCatcher	Action

ONIMUSHA 2: SAMURAI'S DESTINY

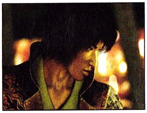
HANDS-ON PREVIEW

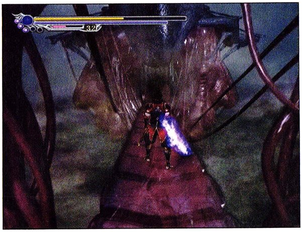
More Ginsu action, same great samurai taste

Half-man, half-demon. That's the heritage of Jubei Yagyu, the hero of Onimusha 2. Taking place 10 years after the conclusion of Onimusha: Warlords, former protagonist Samanosuke is nowhere to be seen—although the succeeding events occasionally cross a familiar path. Modeled after the likeness of the late actor Yusaku Matsuda, Onimusha 2 continues the trend of casting real-life actors in the role of the series' soul-sucking, gauntlet-wearing protagonist. But will the sequel satisfy gamers who found the first episode too short? We've got a quick answer: most definitely.

To say Onimusha 2 is an improvement over its predecessor would be to call a confrontation with Nobunaga "a wee bit intimidating." As good as it was, the first Onimusha featured stiff, prerendered backgrounds, simple gameplay, a super-short quest (savvy gamers could finish it in under three hours) and not-so-intelligent enemies. Thankfully, this is not the case with the sequel.

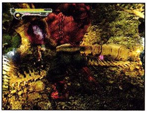
In almost every way, Onimusha 2 quadruples the groundwork laid by the first. Four times as many playable sidekicks, cunning enemies of all shapes and sizes, a quest that takes at least 10-12 hours to complete, and multiple paths through the game are only some of the new features. A vastly improved graphics engine adds a richer, more saturated color palette, super-realistic characters, animated background details (like moving blades of grass, realistic rainfall, reflective puddles and more) and excellent weapon effects. Two new elemental weapons (Blizzard and Earth) and one secret weapon have been added to the arsenal, and item management is less an issue since supplies are easily obtained. Boasting more responsive controls and swifter gameplay, gamers will have their hands full with one last summer blast when **Capcom** ships the game in **late August**.

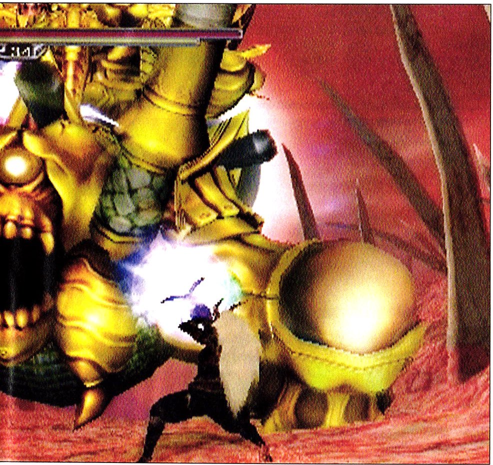


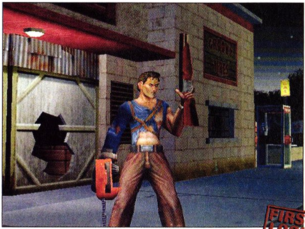


Four Times the Pleasure

While the first Onimusha allowed you to temporarily take control of Samanosuke's sole sidekick, Kaede, Onimusha 2 lets you control up to four characters. Depending on how you treat each one in between missions, your friendship status with each will grow to varying degrees. Those who like you the most will accompany you on missions and fight with you in combat. At other times you control them completely. This is one of Onimusha 2's biggest improvements.



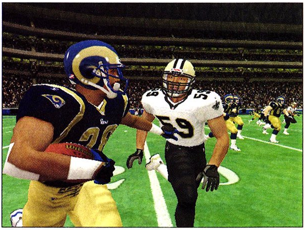


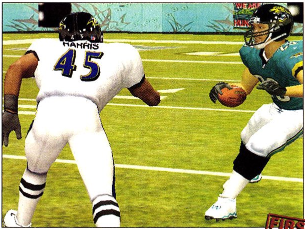


FIRST LOOK

Evil Dead: A Fistful of Boomstick

As **THQ**'s first Evil Dead game, the PS one's Hail to the King didn't exactly thrill us. Or anyone. In fact, it was an all-out disappointment. On top of that, **Vis** (responsible for the equally disappointing State of Emergency) takes on the development responsibilities for A Fistful of Boomstick. Still, we can't help feeling a bit of anticipation for this **2003** offering. Because of the far-off release date, further details are hard to come by. But you can count on much more in the coming months.

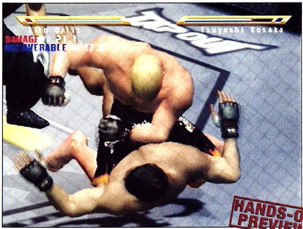




FIRST LOOK

Madden NFL 2003

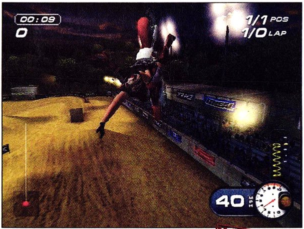
There's little info on the new Madden as of yet, but we couldn't resist showing off these screens from **EA Sports**. We do know there will be new signature player animations and new on-field sounds, plus better grass, crowds and lighting. Big deal. What we *want* to know (and we're sure you do, too) is if Madden will be online. So far there's been no admission either way. But by next month we'll know for sure. Either way, kickoff is this **fall**.



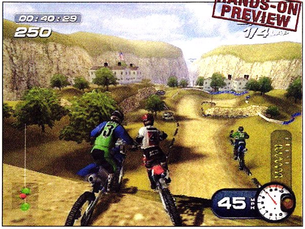
HANDS-ON PREVIEW

UFC Throwdown

Tired of smacking people around in SmackDown!? Or beating people to a pulp in Knockout Kings? This **May**, **Crave**'s got just the face-bloodying fisticuffs you passive-aggressive PS2 types have been waiting for. Here's what you'll get: a Career mode where you can build your own human-destruction machine, every Ultimate Fighting Championship brawler you've seen on the overpriced pay-per-views and plenty of man-on-man tackling! It's everything a UFC fan could ask for.



HANDS-ON PREVIEW



MX Superfly

Hey, guess what? **THQ** has once *again* changed the name of its motocross series! Previously previewed as MX2 (see April issue), MX Superfly represents the first THQ motocross title without a "featuring Ricky Carmichael" in its name. Oh, today's big name in the sport is still in there all right, but the decision was made to leave him out since Superfly focuses more on stunts than racing, Carmichael's forte. And given what we've sampled, it's worth keeping an eye on.

AGGRESSIVE INLINE

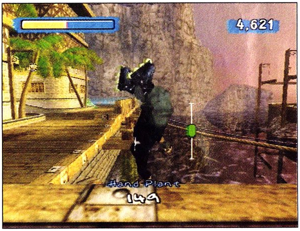
HANDS-ON PREVIEW

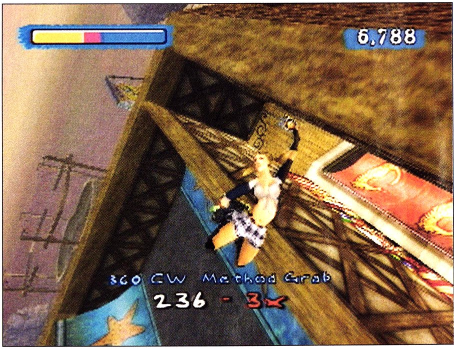
This year's extreme surprise

Remember years ago when everyone's recreational life was dominated by inline skating? Even our uncoordinated parents were giving it a whirl. You might have forgotten, well, because it was years ago. Which makes us wonder why **Acclaim** waited so long to bring out Aggressive Inline, due in **May**. The idea seemed too dated to succeed, but now we've had a chance to dig into it, and we're realizing that timing isn't everything.

Aggressive Inline is in the same mold as Dave Mirra Freestyle BMX. It's bright, flashy and there's a lot going on within the environments. But unlike Mirra, the environments are smaller (but by no means *small*) and more controlled, so you don't get lost while trying to play the game. Plus, it features the same type of environmental "events" that helped Tony Hawk 3 separate itself from the other PS2 extreme-sports titles. If you're trying to get to the other side of the theme park, for example, you have to tear down the Ferris wheel and use it to get to the other side.

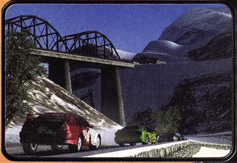
We could give you a list of the licensed skaters, but you won't know who they are. But there *is* a non-licensed, short-skirted Catholic-school-girl cutie who will turn lots of heads.

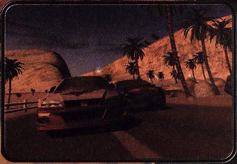


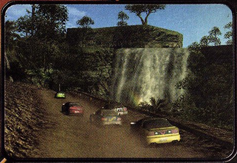


Mysterious Pyramids.
Glorious Victoria Falls.
Herds of Peaceful Giraffes.

THE HOWL OF A TURBOCHARGER.







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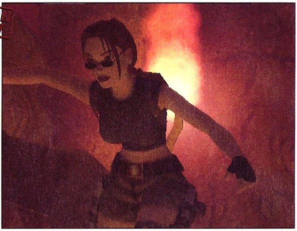
TOMB RAIDER: THE ANGEL OF DARKNESS

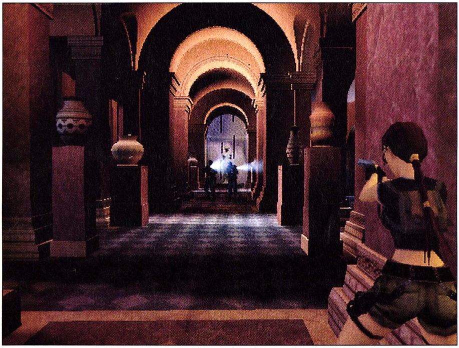
HANDS-ON PREVIEW

Lara remains loyal to you

Since our massive feature on the game three months ago, the next Tomb Raider has received an official subtitle: The Angel of Darkness. Clearly inspired by the game's darker theme, the new title will hopefully help intrigue players who dismissed **Eidos'** series several installments ago.

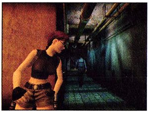
But other than the new title, more details about the game have surfaced. The most interesting is **Core Design**'s decision to split it into three separate gameplay styles. The first portion of the game features Lara without weapons, and she's required to get by with her character-interaction skills and fists alone (think Lara Croft: the RPG). The second is more along the lines of the current Tomb Raider titles, while the third primarily entails action, with the new playable character Curtis Trent offering plenty of firepower. But the best news that we've heard about the game is that it's exclusively on PS2—not GameCube or Xbox. Yes, PS2 owners, this **fall** Lara Croft will be all yours.

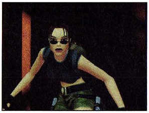


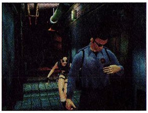


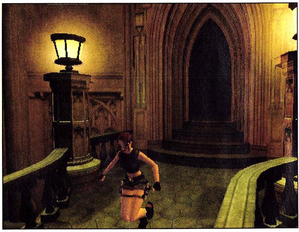
The Series Continues

Eidos has revealed that Angel of Darkness is the first installment of a planned four-part series from developer Core Design. Certain elements from this game may come into play in other chapters, and likewise, certain story aspects may become clearer as future games are released. Interestingly, Core Design already has another team working on a second new Tomb Raider game for next year.



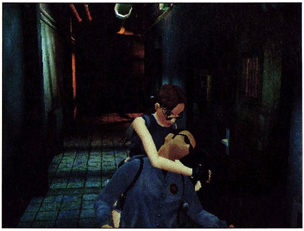


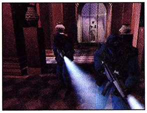


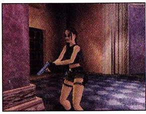


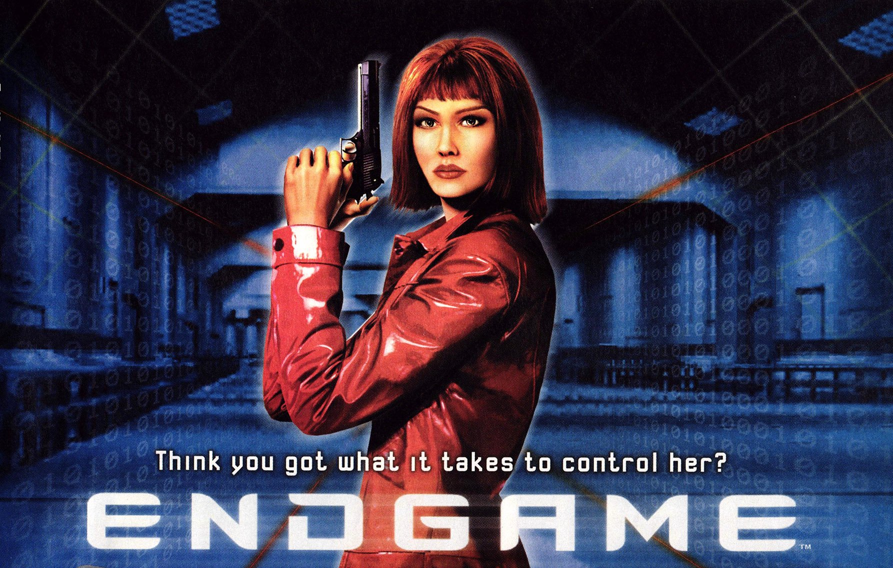
Stealthy Croft

Clearly taking inspiration from the Metal Gear Solid series, The Angel of Darkness gives Lara Croft a whole new assortment of stealth attacks. One sequence we've seen features her sneaking up behind an unsuspecting guard and, presumably, snapping his neck (see series of screens above and to the right). Also, portions of the game find Lara without any weapons, so you have to figure out other means to disable enemies, whether that be force or different forms of character interaction.









Think you got what it takes to control her?

ENDGAME™

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Tons of different modes of play that will keep you coming back for more.

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58
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Fully interactive and destructible environments— If you can shoot it, you can hit it.

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TEEN
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CONTENT RATED BY ESRB

Violence

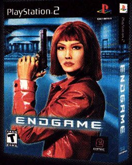
PlayStation 2

Supports Light-Gun Peripherals

Guncon

GUNCON2

EMPIRE INTERACTIVE



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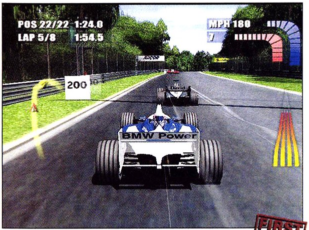
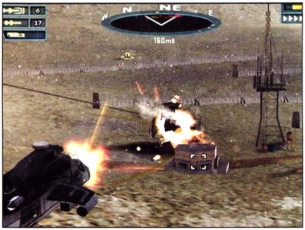
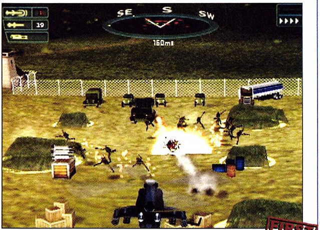


FIRST LOOK

F1 2002

So, what can **EA Sports** possibly do to improve upon last year's stellar F1 2001? Not much, it seems, but the '02 edition does include a bit more than roster updates. For one thing, EA Sports Cards finally make their way to an F1 game, each earned by performing special feats and each yielding an interesting assortment of rewards. F1 2002 also adds 12 new minigames for Challenge mode, plus a Slingshot Bar used to better slipstream opponents and overtake them.





FIRST LOOK

FireBlade

Are you yearning for a new arcadey chopper shooter in the vein of EA's legendary Strike series? Well, yearn no more, as **Midway** is hard at work on just such a title, expected to hit stores sometime this **spring**. You pilot two different helicopters (one for assault missions, one for rescue missions) through 18 levels, and employ a variety of high-tech weapons and gadgets—like stealth technology and electromagnetic pulse (EMP) weapons—to emerge victorious.

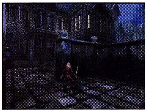
THE LOST

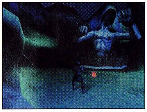
Go to hell

At this time last year, we were jittery with anticipation over **Crave**'s The Lost. It was the first time PS2 developers took a classic literary concept (Dante's *Inferno*) and morphed it into a gaming experience. But because the team at **Irrational Games** wasn't completely happy with the graphics, the game was delayed. Now, The Lost's **fall** release is nearing and it looks more deranged than ever.

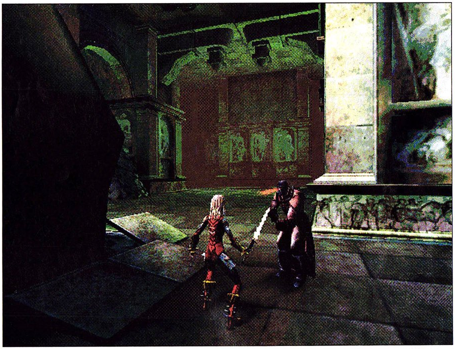
Here's a refresher on the game's plot: The main character, Amanda, loses her daughter in a car accident. Amanda's depression is so acute that she wants to commit suicide. But before she does, the devil appears and offers her the chance to retrieve her daughter from the bowels of hell. But this isn't the hell we were raised to believe in. "As designers, we think that twisting and perverting the familiar is much scarier than seeing giant devils breathing fireballs," says lead designer Ian Vogel.

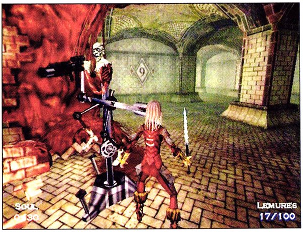
The hell you're privy to is such a richly disturbing one you'll wish you were up against something as simple as pitchfork-toting devils. But instead of traditional brimstone landscapes, nine disturbing levels the likes of a gruesome World War II concentration camp await you. This kind of psychological horror is what differentiates The Lost from the Resident Evils of the world. So get ready to confront your own worst demons.

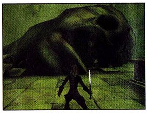


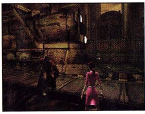


SOUL 6/30
LEMURES 60/100

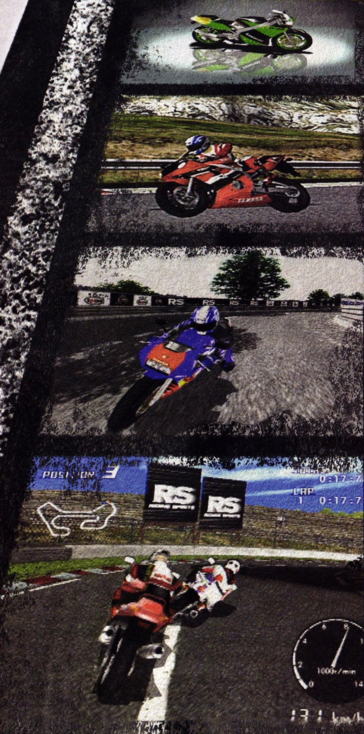








REDLINE YOUR ENGINE AND GET YOUR HEART RACING!


POSITION 3
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LAP
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RS
RIDING SPIRITS
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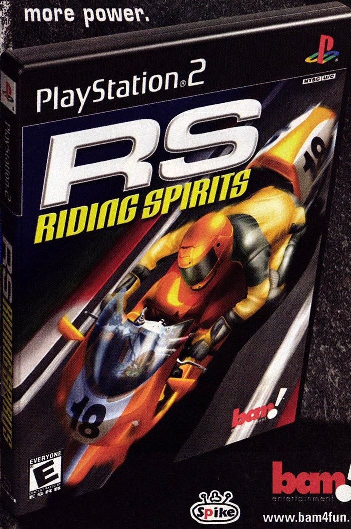
PlayStation®2
NTSC U/C
RS
RIDING SPIRITS
EVERYONE
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CONTENT RATED BY
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PlayStation®2

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KINGDOM HEARTS

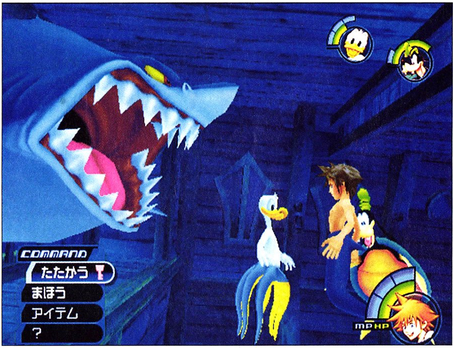
HANDS-ON PREVIEW

The wonderful world of...Square?

If you've been wondering why **Square**'s output has been kind of minimal in the last two years, with one major release being the annual average, there's a damn good reason why: All its development team are belong to Kingdom Hearts. At its peak, the KH team, headed by Final Fantasy character designer Tetsuya Nomura, once commanded a staff of over 160 people. Once you see the quality of the game in action, it's easy to see where all that manpower went. The game looks amazing.

For those of you who would scoff at this game because it contains over 100 Disney characters, you can't imagine what you're missing. This game is not for kids. Despite the cheery appearance of this action/RPG, even diehard fanatics of the genre will be hard-pressed to find fault with the tremendous amount of customization the game permits. From the very start of the game, you have three choices to pick from: power, health or magic. Then, younger versions of well-known Final Fantasy characters ask you a series of questions. Your choices dictate how difficult the game is and what strengths you possess. Sora (the main character), Donald Duck and Goofy can all upgrade their weapons and armor, and even don different guises depending on which Disney world they're traveling in (the *Nightmare Before Christmas* outfits are particularly stylish). You'd also be forgiven for thinking you're watching a Disney cartoon at times, since the animation is so fluid.

The challenge is more intense than anyone could possibly imagine. The end boss alone makes Sephiroth and Sin look like a joke. Seriously. With high-priced Hollywood voice talent in tow, Square looks like it has another winner just about wrapped up.



心の中の闇に気をつけな
ハートレスの大好物だからね

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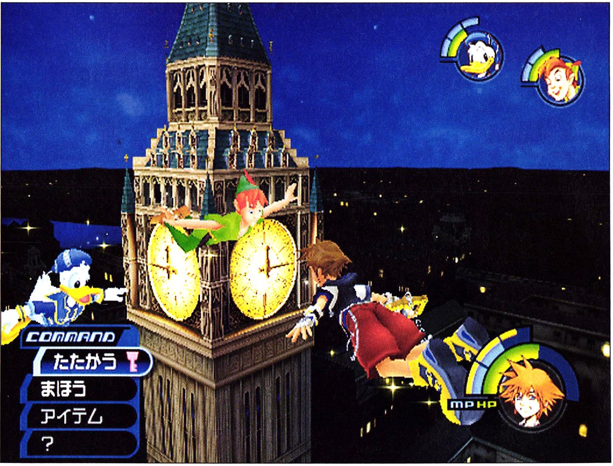
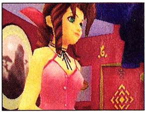
?



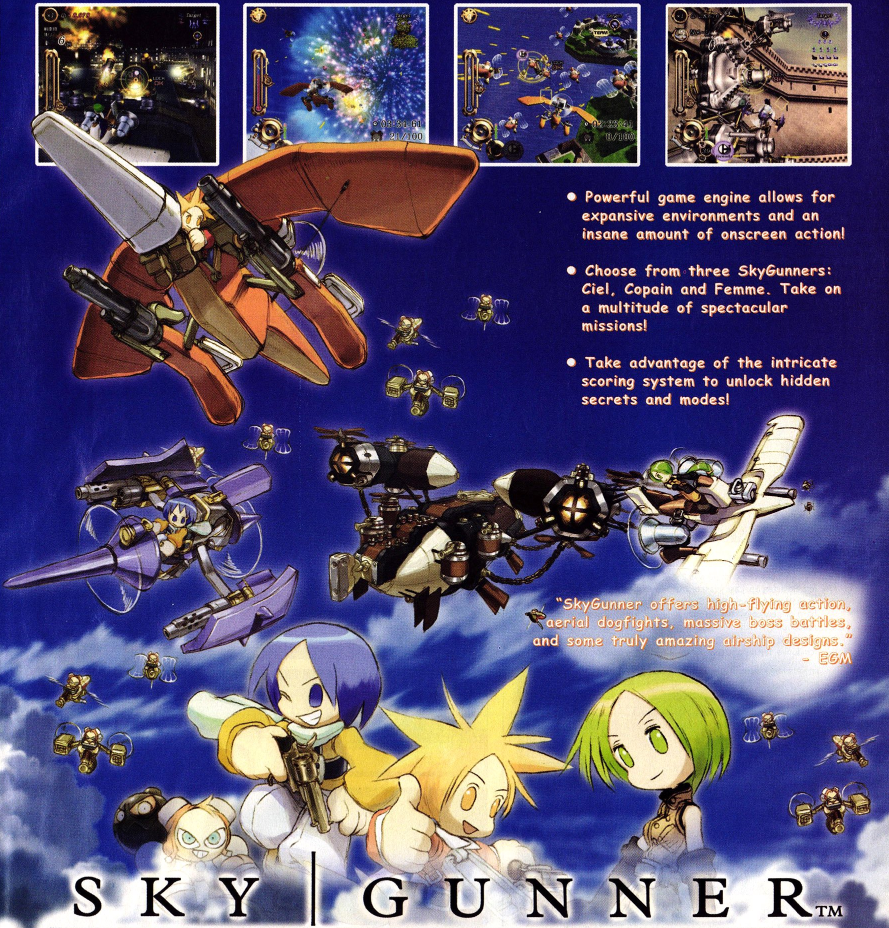
COMMAND
スプラッシュ
まほう
アイテム



Who's That Girl?

It's never a pretty sight to witness a grown man cry, but when Gary first saw Final Fantasy VII's Aeris stroll on screen in Kingdom Hearts, the guy turned into a leaky faucet. Then again, who can blame him? He wasn't the only one tormented by her untimely demise. "Can a girl get a Phoenix Down up in this?!" was the cry heard 'round the office when Sephiroth plunged a steak knife through her heart. But for whatever reason, she appears to give Donald and Goofy advice. How nice!

AN AERIAL ADVENTURE UNLIKE ANY OTHER



- Powerful game engine allows for expansive environments and an insane amount of onscreen action!
- Choose from three SkyGunners: Ciel, Copain and Femme. Take on a multitude of spectacular missions!
- Take advantage of the intricate scoring system to unlock hidden secrets and modes!

> "SkyGunner offers high-flying action, aerial dogfights, massive boss battles, and some truly amazing airship designs."
> - EGM

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In various parts of the world, there are those with jobs unlike any others. They are owners of special aircraft and guns and are commonly referred to as "Gunners." The setting is the town of Rive, where an exposition is set to take place in two months time. What adventures await these Gunners?

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

PlayStation®2

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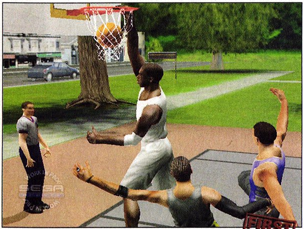
GO WARRIORS!!



FIRST LOOK

NBA 2K3

If you're not looking forward to 2K3, then your Live hangover is persisting. So listen up. Last season, 2K2 proved itself a leader in authentic basketball. And now, **Sega Sports** and **Visual Concepts** are working hard on new pass-stealing techniques, improved shot blocking and rebounding, much-needed diving and sliding ball saves, along with defensive icon switching. You'll also see at least 100 new animations for dunks, layups and pivot fakes. Prep for the opening tip this **fall**.

FIRST LOOK

Malice

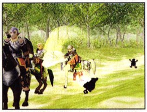
"We're a little closer to what we want to get in [it]." That's what an unnamed **Argonaut** employee, in a recent interview with Gamespot, said about its flashy Xbox 3D platformer that's been talked about so much. But what might surprise you is that he was citing the PS2 version, due for release **this year** by **Sierra**, as superior to the Xbox version in this way. Apparently, this version includes a healthy selection of levels and features not seen on Xbox. No specifics yet, but stay tuned.

SUIKODEN III

An RPG jamboree with 108 of your best buds

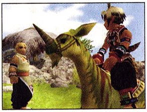
First the bad news: Suikoden III has been delayed. Now the good news: Suikoden III has been delayed. So, what can be good about waiting even longer for this hotly anticipated fanboy favorite? Well, early builds of Suikoden III were lackluster—and that's being polite. With extra time, though, we're hoping **Konami** can craft a 3D PS2 sequel that lives up to those now-classic 2D RPGs. And if current info out of Japan is any indication, we're in for a treat, as Suikoden III looks to be more than just a spiffed-up version of the past games. Once again, the story involves a crisscrossing tale of war, politics and personal conflicts. And once again, you can find and recruit 108 characters (most of whom are playable). But this time, the battle system has been greatly upgraded: Combo attacks in your six-man team are now positional as well as personal, meaning characters can team up to perform special moves if they have a specific relationship *or* if they're in specific positions. Those positions will change during battles, too, with characters moving around to attack and remaining in place afterward (think Grandia II). Timing also plays a role, with different moves taking more or less time to pull off. The changes should add a nice strategic depth to the battles. As for the delay, we expect to see the game sometime this **fall**.

「ふああああああああああ
こりゃ、すげぇなあ。
石作りの山だぜぇ。」



Threesome

The Suikoden games have always offered rich, complex storylines, but this time around the plot unfolds through the eyes of three different heroes. Throughout the game, you'll switch between these main characters, and the actions you perform can have an effect on how the story progresses. Past games have included different endings depending on how many characters you've recruited along with various other factors, but Suikoden III looks to take this a step further, offering even more replayability for an RPG.



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TEEN
T ®
CONTENT RATED BY ESRB

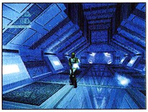
Comic Mischief
Suggestive Themes

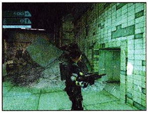
THE TERMINATOR: DAWN OF FATE

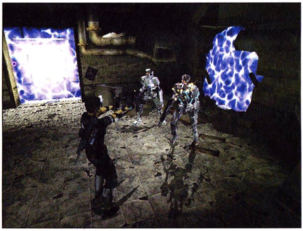
No fate but what you make

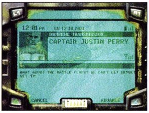
Now that talk of *Terminator 3* is starting to heat up (expect it to arrive at a theater near you next year), **Infogrames** hopes there's enough interest out there in the classic sci-fi series to hit it big with Dawn of Fate. And with a solid developer like **Paradigm** (Spy Hunter, MX Rider) behind it, the game seems to be in good hands.

Set roughly a mere quarter-century from now, Dawn of Fate throws us right into the war with Skynet, the artificial-intelligence force intent on systematically wiping out humanity. In fact, it's shortly before the events of the first movie, just as John Connor is establishing himself as a resistance leader to be reckoned with. As the game progresses, you assume the roles of three soldiers under Connor's command: Kyle Reese (you know...the dude from the movie who's eventually sent back in time to protect Connor's mom), plus special-ops member Catherine Luna and Justin Perry, one of Connor's most trusted men. At the same time, non-player characters often contribute with firepower of their own, as you traverse the game's 12 postapocalyptic levels. Through effective kicking of Skynet metal ass, you can earn adrenaline, which in turn allows you to perform some powerful attacks. Look for Dawn of Fate this **summer**.

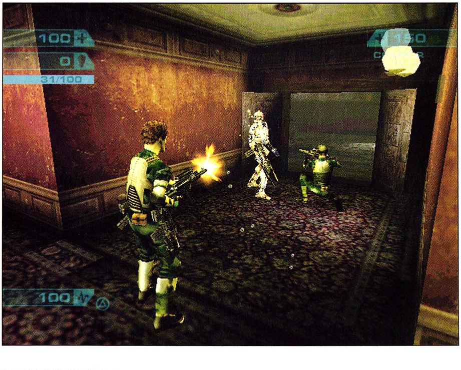








WHAT ABOUT THE BATTLE PLANS? WE CAN'T LET SKYNET GET IT



MARK OF KRI

Not your typical beat-'em-up

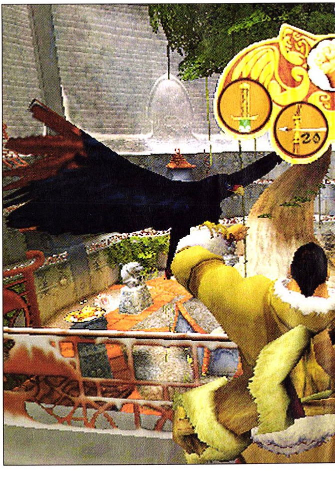
Ever played a beat-'em-up game and wondered why all of the bad guys just stand around like goons until you're able to face off against them individually? Doesn't it seem stupid that they won't, you know, just attack you all at once? Well, that's what the folks at **Sony CEA**'s San Diego studio pondered while brainstorming for Mark of Kri. And they may have just come up with the perfect solution: a new combat system that allows you to fight multiple enemies all at once.

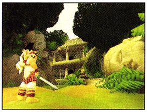
It may sound odd at first, but Sony so values this new combat system that its legal gurus have even gone so far as to patent it. Here's how it works: You target enemies with the right analog stick. Each enemy you target is assigned a specific button. For example, the guy in front of you might be assigned as X while the guy behind you could be Circle. By hitting the corresponding button, you'll attack each enemy—and the best part is that you can mix things up with ease. This also frees up the camera; there's no need to align yourself with a specific enemy, as you'll automatically face whomever you attack at a given time.

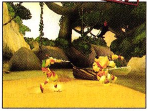
And while single-button attacks might make the gameplay appear simple (which, admittedly, it is in certain respects), a rather deep combo system exists, too. There's reason for the combos as well: To attack one guy with a fantastic barrage of hits will stun the others, buying you time to possibly switch weapons or better strategize more attacks.

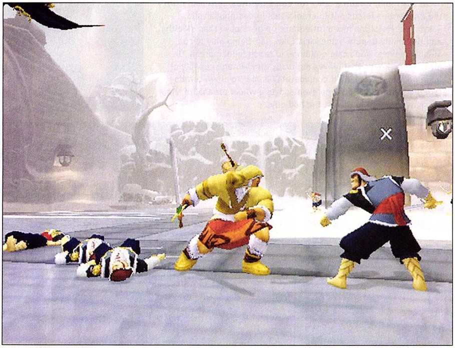
Other than the combat, the developers of Kri put a strong emphasis on its production values. The smooth animation, for example, comes courtesy of former Disney and Don Bluth talent painstakingly bringing the game's creatures to life. The voice talent is equally as impressive (lots of topnotch talent worked on the game, including the guy known for voicing Winnie the Pooh).

Overall, Kri looks promising—perhaps the perfect solution to the drought of games in **August**.



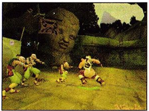


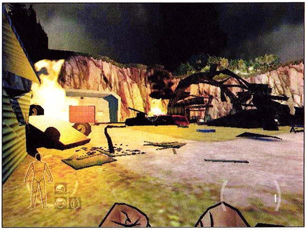


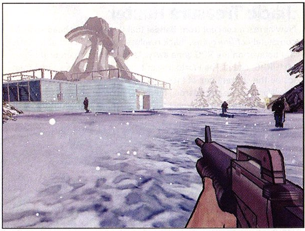


Rated M

Though Mark of Kri has a very Disney-like look to it, that doesn't mean it comes free of graphic violence. "We're all big fans of animation, and we didn't feel that it should just be limited to G-rated movies," producer Jonathan Beard informs us. "When Rau strikes someone with an ax, it shouldn't just bounce off." And believe us, in Mark of Kri, it doesn't. Limbs can be chopped off, heads can roll. We'll put it this way: More than 30 gruesome killing animations exist.

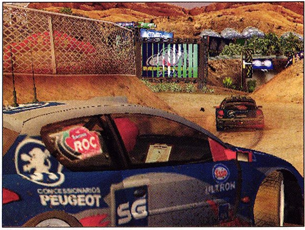






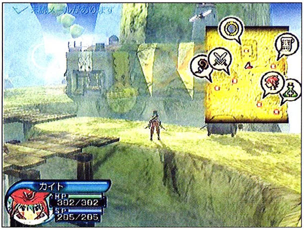
XIII

Is no genre safe from the crisp, clean lines and deliciously cartoony look of cel-shaded graphics? Seems not, as **Ubi Soft** is set to release a first-person shooter in **early 2003** with an utterly unique visual style. Based on an eponymous comic license that none of us has heard of, XIII's complex, conspiracy-laden story unfolds primarily through flashbacks. We're told the action is based on the "gameplay technology" from Unreal II—whatever that means.



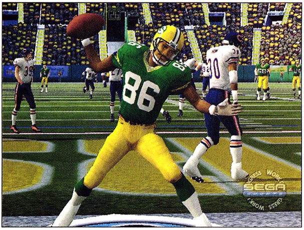
Race of Champions

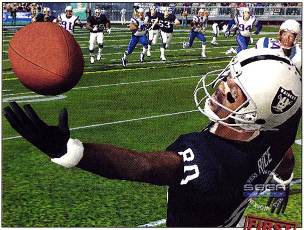
Activision jumps into the rally-racing fray with this **Q3** release, based on the Michelin Race of Champions held in the Canary Islands. With six modes of play and more than 20 tracks, ROC also includes more than 20 fully licensed rally cars from the likes of Peugeot, Toyota and Saab, plus actual rally drivers from across the world. The development team at **Climax** has also gone to great lengths to ensure some awesome real-time damage for each individual component of a given vehicle.



.hack: Treasure Hunter

Now here's a concept from **Bandai** that'll make your head spin: A completely *offline* game, .hack revolves around a fictional massively multiplayer online RPG gone awry. As the hero, you enter this MMORPG, called The World, to set things straight. The game mimics all the conventions of these online RPGs, with terminals to enter The World, message boards and plenty of other characters roaming about. The first of a four-part adventure, .hack is due out this **fall**.





FIRST LOOK

NFL 2K3

Would you look at these shots? They're beautiful! Last year it was easy to accept NFL 2K2 into the PS2 family, but it was clearly Madden's little brother. This year there's going to be some serious competition for the football MVG (Most Valuable Game). A revamped Franchise mode is worth singing about, along with over 100 new animations to show off aerial tackles, ball-stripping lunges and improved stiffarm moves. **Sega Sports** and **Visual Concepts** invite you into the huddle this **fall**.

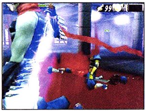
SHINOBI

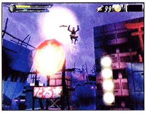
FIRST LOOK

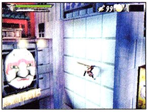
A Sega classic series reborn

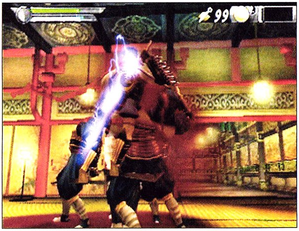
In the early days of **Sega** consoles, the Shinobi series represented one of the platforms' premier system sellers. It's been seven years since the last game, but Shinobi finally joins the age of 3D gaming this fall, in this yet-to-be-subtitled **fall** release.

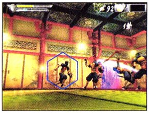
As the ninja Hotsuma, only you can save the Oboro clan from the mysterious forces out to eradicate it in postapocalyptic Tokyo. But Hotsuma has a little more up his sleeve than stealth and the ability to punch and kick. Like, say, being able to run alongside walls and scale buildings to reach hidden areas. Or blazing quickness that leaves a ghostly after-image capable of faking out foes (making it considerably easier to chain combos together, as well). Hotsuma even sports a whole arsenal of Ninja Magic with which to thwart the bad guys.

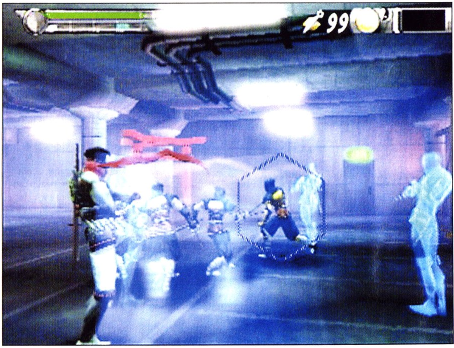


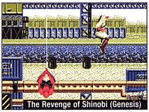












The Revenge of Shinobi (Genesis)

But Will the Humor Return?

With Sega's Overworks division in charge of Shinobi (you might know it from Skies of Arcadia), it means that several team members from the Genesis and Saturn Shinobis return. And we're hoping they bring back their sense of humor. Remember The Revenge of Shinobi, with its involvement of Spider-Man as a boss...and its "inferred" appearances of Batman, Godzilla, Terminator and Rambo?

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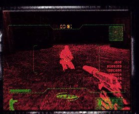

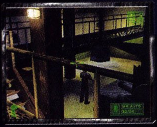

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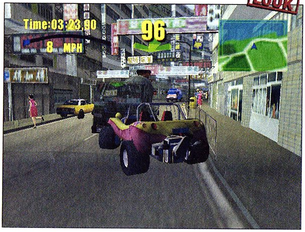
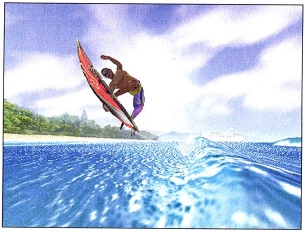
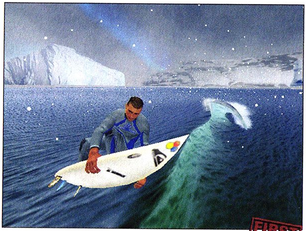
FIRST LOOK



Wreckless: The Yakuza Missions

If you haven't kept up with the Xbox scene, **Activision**'s Wreckless recently received numerous accolades commending its fine graphics, some reviews going so far as to call it the best-looking game ever. However, reaction to the Driver-like gameplay was kind of mixed. This **fall**, PS2 owners get to take a crack at zooming down the streets of Hong Kong—wrecklessly, even—as one of two agents out to stop the mafia. Hopefully, the game looks just as good...and plays well, too!





FIRST LOOK

Kelly Slater's Pro Surfer

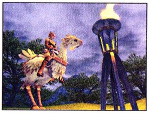
For about two years now, we've been hearing that **Activision** has a Pro Surfer game in the works—and we finally get to see it this **summer**! Coming your way courtesy of **Treyarch** (see page 42 for more on this up-and-coming developer), the game features its eponymous six-time surfing champ and eight other pros, as they tear up the waves through myriad environments, from tropic locales to the biting cold of the Antarctic. Who cares about hypothermia if it means the Perfect Wave?

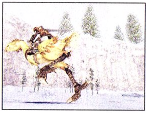
FINAL FANTASY XI

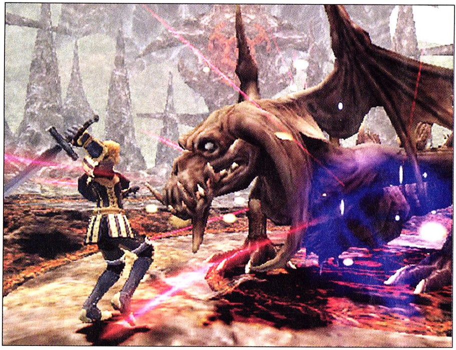
Spending your nights online with FFXI? Priceless...

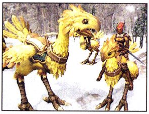
By the time you read this, many Japanese gamers should already be immersed in this latest Final Fantasy from **Square**. Aren't they the lucky ones, huh? Well, sort of. Sure, they're playing what could be the coolest Final Fantasy yet—but they're also going to be broke. You see, Final Fantasy XI doesn't come cheap. In addition to requiring the PS2 network adapter and the hard-disc drive (though there are rumors that the HDD may not be required, after all), players still need to buy the game (which comes in at a lofty 70 bucks), plus sign up for an Internet service. Then, although they're not required, people are going to want to get a keyboard and mouse, too, so they can chat in the game. But that's not all! Players are also required to pay a monthly fee of approximately $10, plus a $1 fee for each new character they create. Yikes! That sounds like a lot just to play one game!

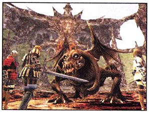
But come on now. It's the latest Final Fantasy. And you *know* people are going to do whatever it takes to play. We don't blame them one bit. Just look at the new shots on this page. Incredible. And just thinking about how cool it's going to be to team up with other players from around the globe to battle monsters, we can't wait until **next spring** to blow all of our money, too.

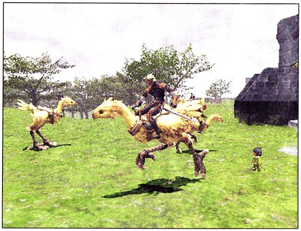


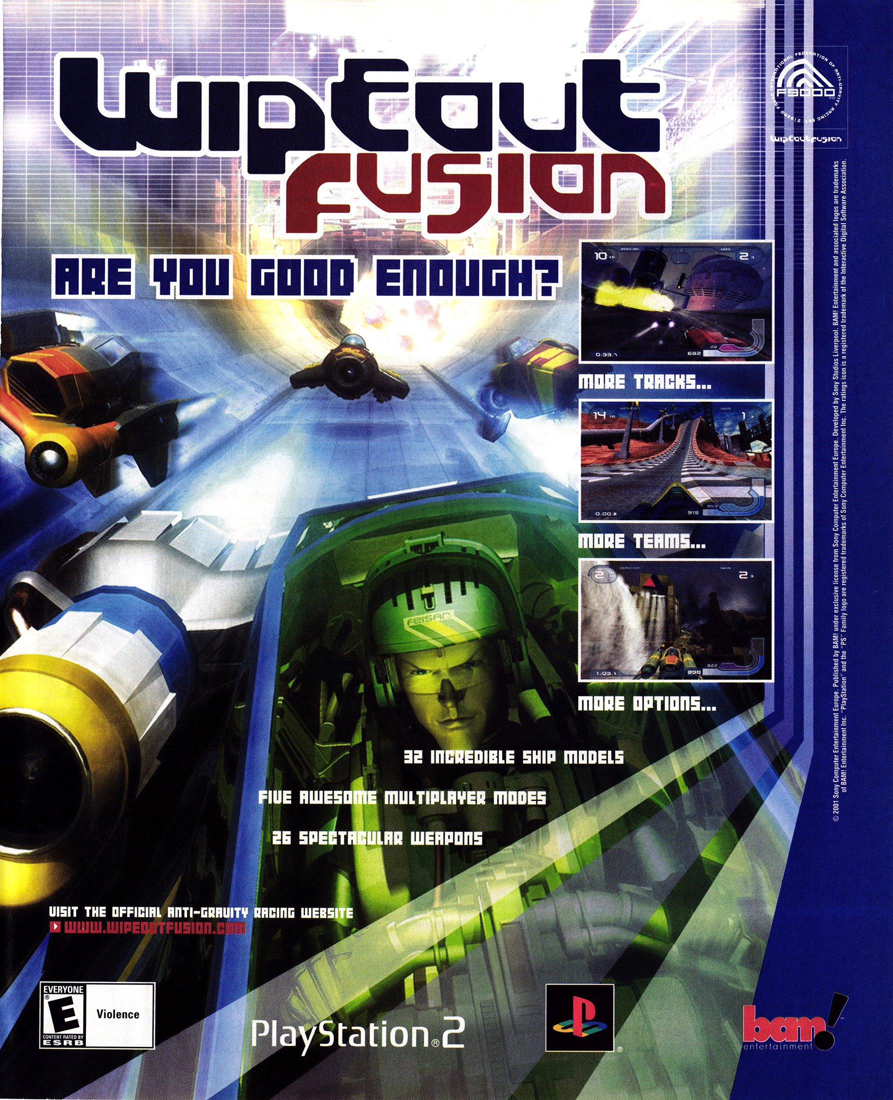








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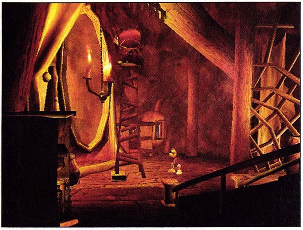
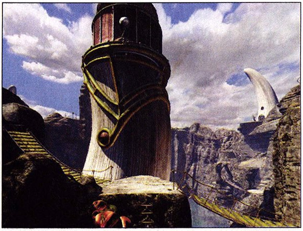
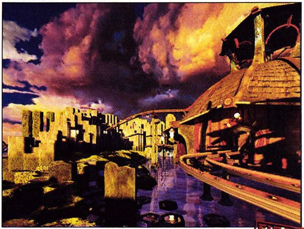


Rayman 3: Hoodlum Havoc

From what we've seen so far, Rayman 3 looks to offer more of the same platform/adventure goodness that we've come to expect from that lovable, limbless wonder. But you know what? That's just peachy in our books, as Rayman 2: Revolution still stands as one of our favorite 3D platformers. **Ubi Soft** packed so much gameplay, personality and charm into that perfectly scored title, so you can understand why we're eagerly looking forward to this **fall** release.





Myst III: Exile

FIRST LOOK

There was a time when the Myst series was a force to be reckoned with in the gaming world (well, at least as far as PCs are concerned). But will anyone care when **Ubi Soft** brings Myst III to PS2 this **fall**? If the PC reviews are any indication, don't count this port out. Now souped up for the 21st century, the ability to look around all 360 degrees of an environment (not unlike in DreamCatcher's PS one Dracula games) complements the point-and-click gameplay, replete with clever puzzles.

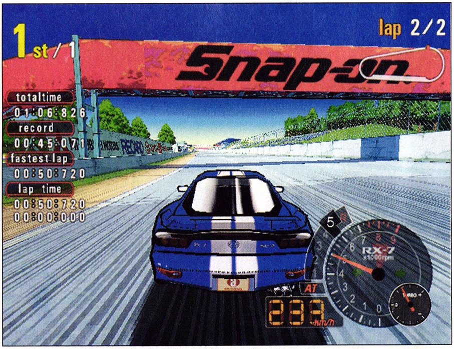
AUTO MODELLISTA

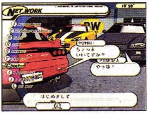
A beautiful racer designed for everyone

When you think of cool racing games, **Capcom** might not be the first company to come to mind—but that might just change this **fall** with the release of Auto Modellista. Designed for the masses who enjoy all-out fun over pure simulation, the game takes a very arcade-like approach, with all of the licensed vehicles (from Nissan, Mazda, Suzuki and more) designed to handle well enough so that even novices don't have a hard time staying on the road.

Another big draw to Auto Modellista lies in its easy customization, which can result in endless possibilities. Whether it affects the car's performance or look, you name it, you can probably modify it. Choose your favorite tires, brakes, suspension, turbine kit, muffler, computer and transmission. Then, go for some style points as you mix and match colors, throwing on decals, mirrors, wheel bars and more. And the best part? You can do this right away—no earned points or cash required.

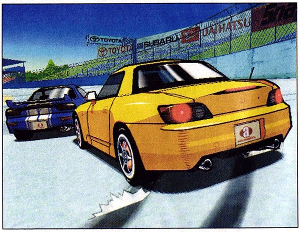
And did we mention how impressive Auto Modellista looks?! With its cel-shaded graphics, you're racing in a veritable cartoon—sort of like an episode of *Speed Racer*, only better-looking. And who knows? With all the customization options, you might even be able to make your own Mach 5.

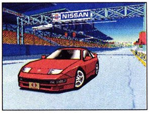




Online?

Though the Japanese version of Auto Modellista has been confirmed for online play (above), Capcom has yet to announce whether the feature will make its way stateside.





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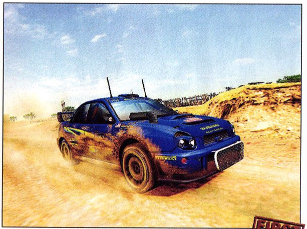
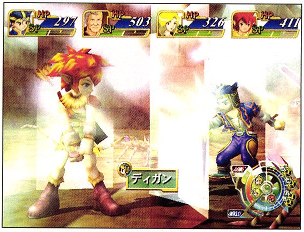
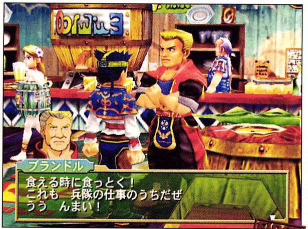


FIRST LOOK

V-Rally 3

Set for release in **June**, this **Infogrames** racer promises something of a technology showcase. Utilizing some fancy new guts called the "Twilight Engine," the graphics are set to blow us all away. Not only did the folks at developer **Eden Studios** model all the cars and tracks with a startling degree of realism, but we're told they also aimed to accurately portray the dirt and mud so that you get all splattered and messy in a believable way. Let's hope the controls match the visuals.





ブランドル
食える時に食っとく！
これも 兵隊の仕事のうちだぜ
うう んまい！

FIRST LOOK

Grandia Xtreme

What's "Xtreme" about the latest in this beloved series? "The combat and action make it extreme," gushes **Enix** product manager John Laurence about this **November** release. "It's a fast-paced action/RPG with lots of exploration and a fun story. Combat is frenetic—the monsters and heroes run around in a frenzied brawl full of special effects. When you see it, you'll agree it's how RPG battles *should* look." We've also heard that a few celebrities will provide voices for the game.

MEDAL OF HONOR: FRONTLINE

HANDS-ON PREVIEW

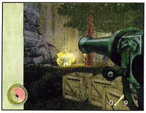
In our hands at last

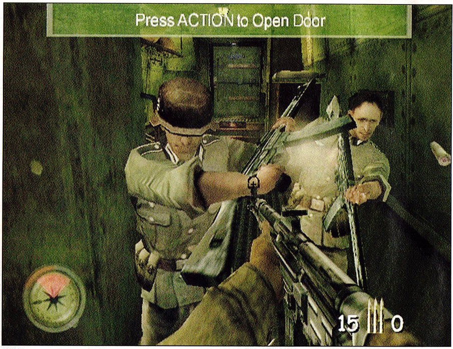
If you haven't already played **EA Games'** Medal of Honor: Frontline demo on our demo disc, do so right now. Go ahead—this text'll be here when you return. We promise.

Back? OK, great. Now where were we? Ah yes, isn't it friggin' unbelievable? It's got all the great gameplay of the previous installments, but the realism and the interaction are beyond belief now. We've actually been playing through a near-complete version of the game and have been rapt in it for weeks. So we'll comment about some of the post-demo disc areas for you now.

But where to start? We've come across so many incredible scenes in the game, and they're quite hard to convey in writing. It's near-impossible, for example, to describe the feeling you'll get walking through a gloomy Holland town at night, with the sounds of crickets chirping around you, when suddenly a group of enemy soldiers casually patrols by, causing you to leap for cover. Or the intensity of trading sniper-rifle shots with enemies perched throughout a massive shipyard. Or better yet, the sheer joy of, while scouring a Nazi train, using their own cannon turrets against themselves.

The best way to describe the game would probably be to call it an interactive movie (an overused term, yeah, but it really rings true). The aural and visual presentations are, of course, stupendous, but it's the pacing and content that really make it feel this way. You'll go from traversing the fields of Holland in one scene to climbing across a moving train in another. Or smuggling aboard a submarine in another scene to later causing havoc in a bar. Even the ways levels play out are exactly as you'd see in, say, an Indiana Jones movie: Ride aboard a mine cart through a Nazi stronghold and shoot it out with soldiers chasing you in carts of their own. **June 6** can't come soon enough.

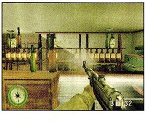


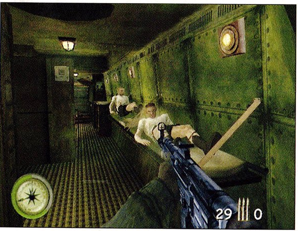


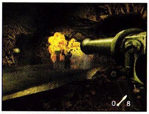
Press ACTION to Open Door

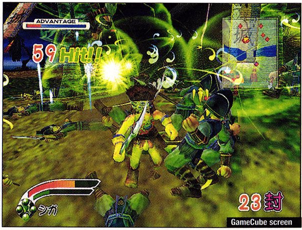
MGS2's Got Nothing on This

With the move to PS2, DreamWorks has been able to pull off a great many more effects for the game. Now, for example, when enemies fire at you while you're hidden behind a bush, leaves fly through the air. And pretty much anything you shoot at now shows damage or breaks apart. There are even parts where you can shoot out glass bottles, just like in Metal Gear Solid 2.

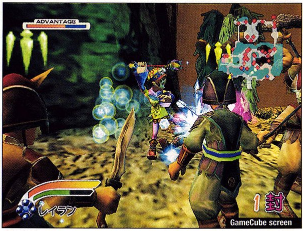








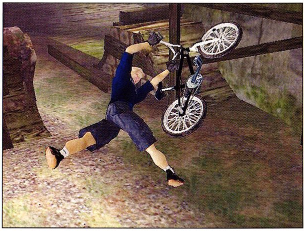
GameCube screen



GameCube screen

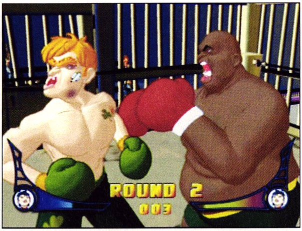
Mystic Heroes

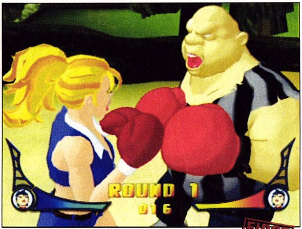
Believe it or not, **Koei** actually plans to put its Dynasty Warriors engine to use in a game that has absolutely nothing to do with the Three Kingdoms story this **September**. Not that China of old is totally getting the shaft with Mystic Heroes, though, as its basis comes from Chinese legend—"a time when mystical and powerful beings ruled the land." In addition to merely duking it out with such antagonists, each of the four playable characters can also use superpowered magical attacks.



Gravity Games Bike: Street. Vert. Dirt.

If you're the rare biking fan who didn't care for Hoffman on PS one or Mirra on PS2, **Midway**'s gnarly new bike effort might appease you. The game features 21 riders including Dennis McCoy, Fuzzy Hall and Leigh Ramsdell, 15 courses, a move called the Bloody Booger and plenty of dirt. Expect to see this fly under the radar until its release this **June**.

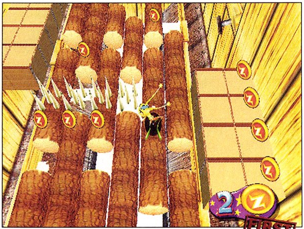




FIRST LOOK

Black & Bruised

It seems like forever ago since Ready 2 Rumble and Afro Thunder knocked us silly. That must be why we're so excited about **Majesco**'s madcap, cel-shaded boxing spoof. Instead of getting into the ring and hammering your opponent because of a testosterone overflow, you'll learn that these fighters are risking their gourds for personal reasons. Not sappy melodramatic reasons, though—funny ones. Look at these character models, for goodness' sake! The bruising starts this **fall**.



FIRST LOOK

Zapper

See that smudge in the middle of the above screen? That's a grasshopper. No, he's not there for you to squash; rather, he's the star of a game that we're expecting to play out a lot like Frogger 2: Swampy's Revenge, since we're told it uses the engine from what may be the only decent Frogger game in recent history. But can **Infogrames'** new mascot live up to the green-skinned glory of Frogger himself? We're not sure, but he's off to a promising start.

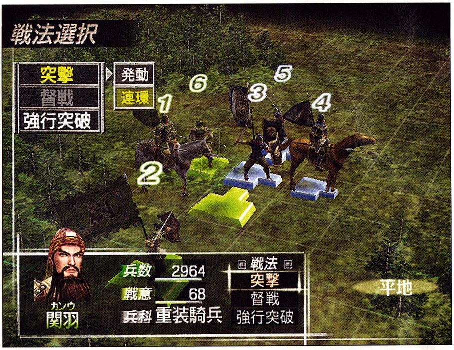
DYNASTY TACTICS

FIRST LOOK

Tactics of the Three Kingdoms

Just when you think there's nothing more that **Koei** can possibly do with the Romance of the Three Kingdoms story, it offers up something like this tentatively titled strategy game, due this **fall**. Sporting gameplay comparable to Final Fantasy Tactics and Koei's own Saiyuki, Dynasty Tactics pits you as the leader of the Shu, Wei or Wu kingdom with the goal of capturing 60 cities of ancient China. So, assuming each battle averages an hour in length, that's quite a bit of gaming ahead of you—not to mention the fact that several endings exist for each kingdom, depending on what transpires.

Since the game is still early and we have yet to see it in action, it's hard to say what will help distinguish Dynasty Tactics from similar titles (scarce as they may be, especially on PS2). From a gameplay perspective, we're looking forward to the "Tactical Combos" system, which enables more than one unit to attack if properly positioned. And with special attacks like Fire and Ambush, it could offer up some interesting sights. Right now, it appears that Dynasty Tactics might also establish itself as the most cinematic tactical strategy game on a console, boasting Kessen-like CG and a dark tone. We can't wait to see more of this promising title in the near future.



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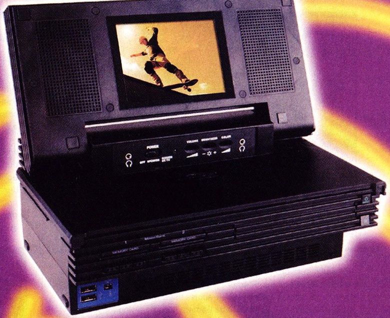
SLAM'N SCREENS



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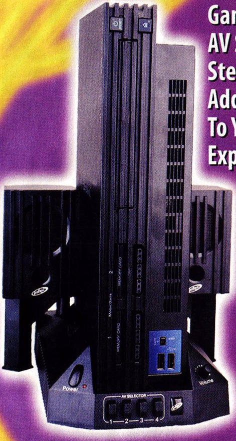
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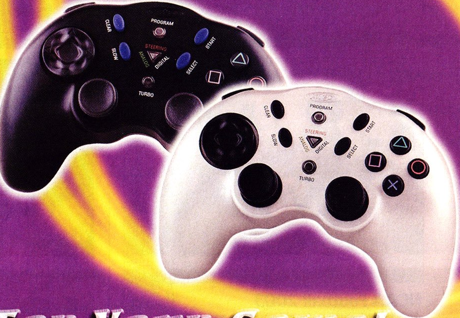
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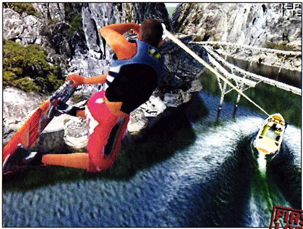
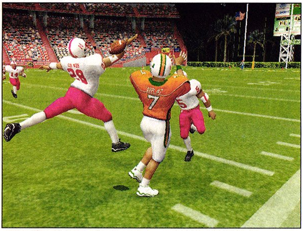
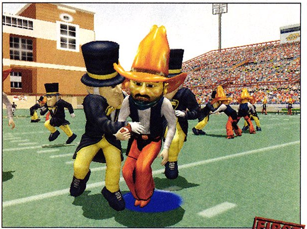


FIRST LOOK

Shaun Murray's Pro Wakeboarder

Activision sure likes guys named Shaun. Shaun Murray joins fellow extreme athlete Shaun Palmer (you know...the Pro Snowboarder guy) on the company's roster of action-sports titles with Pro Wakeboarder, a **fall** release developed by **Shaba Games**. Accompanying Mr. Murray (the two-time world champ at being dragged behind a speedboat on a wakeboard, if you didn't know) are seven other pros, each with signature moves like front flips, tantrums and whirlybirds.





FIRST LOOK

NCAA Football 2003

We'd like to tell you all the ins and outs of this year's installment to **EA Sports'** fantastic NCAA Football franchise, but as of press time the only info we have comes from screens like these. Still, we have little doubt that NCAA Football 2003 will live up to the greatness of its predecessor—especially now that Sega has some competition in store for it this **summer** (see page 81 for more on that). Let's just hope the rumors of the Franchise mode's abolition are unfounded.

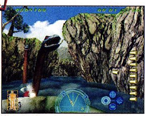
FIRST LOOK

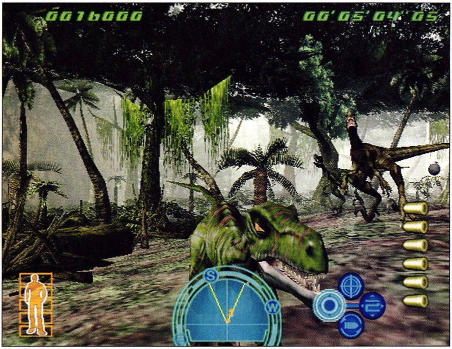
DINO STALKER

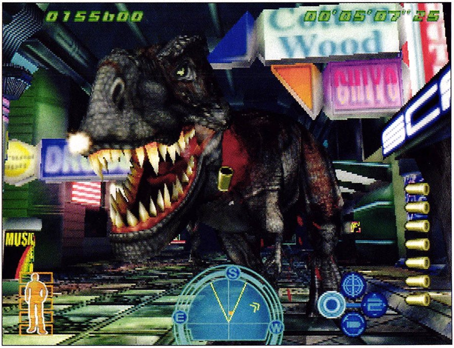
Not exactly Dino Crisis: Survivor

You might have read a news blurb or two in past issues about a Dino Crisis first-person light-gun game from **Capcom**—something similar to Resident Evil: Survivor, only with actual Guncon2 compatibility this time. Well, this is it, folks—but it's not exactly a Dino Crisis title.

In Dino Stalker, you assume the role of a World War II pilot who finds himself on a jungle island—an island swarming with bloodthirsty animals that should be extinct. Luckily, you happen upon a massive gun capable of blowing the dinos back to the Jurassic era. Throughout the course of the game, you'll chance upon other weapons (sniper rifle, machine gun and more), and move throughout environments spanning land, sea and air—even a futuristic city. The dino stalking begins this **fall**.







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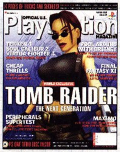

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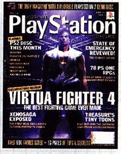

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Demo Disc playables: Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2

Issue 41 – February 2001 $10
Z.O.E.
Demo Disc playables: Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the Chicken

Issue 42 – March 2001 $10
EA Sports Big
Demo Disc playables:
CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan

Issue 43 – April 2001 $10
Twisted Metal: Black
Demo Disc playables: Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt

Issue 44 – May 2001 $10
MoH: Frontline
Demo Disc playables: Cool Boarders 2001, MediEvil 2, Legend of Dragoon, Emperor's New Groove, Metal Gear Solid, Legacy of Kain, Ape Escape, Tekken 3, Syphon Filter 2

Issue 45 – June 2001 $10
Dark Cloud
Demo Disc playables: Grind Session, Hot Shots Golf, Dino Crisis, Klonoa

Issue 46 – July 2001 $10
Tomb Raider
Demo Disc playables: Tomb Raider II, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Remix, Aladdin in Nasira's Revenge

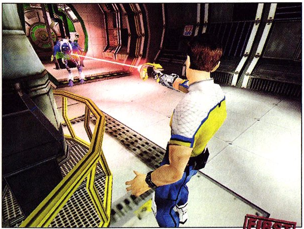
Issue 47 – August 2001 $10
Fnall Fantasy
Demo Disc playables: Final Fantasy VIII *Video previews:* Final Fantasy VII, FFIX, FF Tactics, Klonoa 2, Star Wars: Super Bombad Racing and the *Final Fantasy* movie trailer

Issue 48 – September 2001 $10
Ico
Demo Disc playables: Mat Hoffman's Pro BMX *Video previews:* Disney's Atlantis: The Lost Empire, Okage: Shadow King, Escape from Monkey Island, Drakan II, Legion: The Legend of Excalibur

Issue 49 – Ocotober 2001 $10
Silent Hill 2
Demo Disc playables: Cool Boarders 2001, Ico, Klonoa 2: Lunatea's Veil, Gauntlet: Dark Legacy, Star Wars: Super Bombad Racing, Portal Runner, Legacy of Kain: Soul Reaver, Spy Hunter

Issue 50 – November 2001 $10
Grand Theft Auto III
Demo Disc playables: Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Dragon, Twisted Metal 2, Syphon Filter 2, Tekken 3 *Video previews:* Dragon Warrior VII, Syphon Filter 3

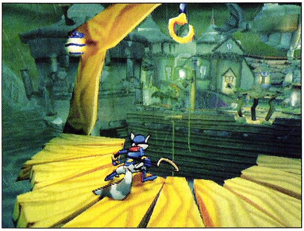
Issue 51 – December 2001 $10
Metal Gear Solid 2
Demo Disc playables: NBA Street, Kinetica, Extermination, Gallop Racer 2001 *Video previews:* Jak and Daxter: The Precursor Legacy, Ico, GameDay 2002, Kinetica

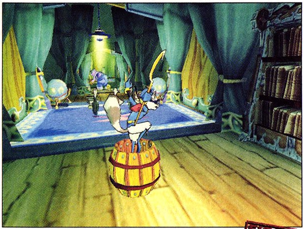


FIRST LOOK

RTX: Red Rock

LucasArts is keen to start pushing that it's not just about Star Wars these days. To prove its point, the company has spent an awful lot of time preparing this original sci-fi action/adventure that we'll hopefully see in **early 2003**. Set on Mars, RTX tells of a military operative sent to infiltrate a human base on the Red Planet, which has been overrun with aliens seeking mystical artifacts that explain the creation of the universe. Think serious sci-fi. Arthur C. Clarke's *2001* meets *Aliens*.





FIRST LOOK

Sly Cooper and the Thievius Raccoonus

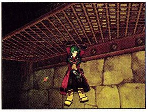
Yeah, we think it's a pretty silly name too, but **Sony CEA** seems to be holding firm on the title of its upcoming 3D platformer, developed by **Sucker Punch** and due out in **September**. Sly Cooper is a raccoon thief who sets out to retrieve sections of a thief handbook (the *Thievius Raccoonus*) in a beautiful, cartoony game that plays sort of like a cross between Jak and Daxter and Metal Gear Solid—if you can imagine that.

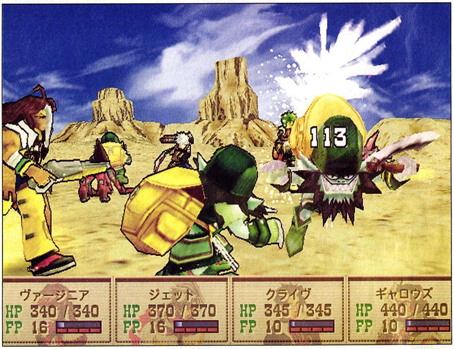
WILD ARMS 3

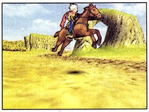
The Wild West returns in this traditional RPG

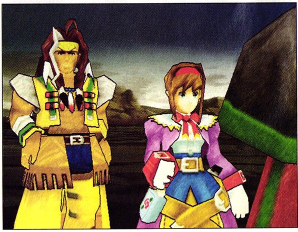
Timing is a funny thing. The first Wild Arms was a critical and commercial success, due in large part to its release prior to Final Fantasy VII, a time when RPG fans were hungry for *anything* decent. The second Wild Arms was better than the first, but in the wake of a flood of new, innovative and better RPGs, gamers generally overlooked it. And now comes Wild Arms 3, due out **late summer** from **Sony CEA**, with a whole new look and feel. The sharply drawn, cel-shaded characters contrast nicely with the traditional backgrounds, giving the cast of cowboys and cowgals an almost paper-cutout feel. Meanwhile, the gameplay remains fairly similar—Wild West theme, traditional turn-based battles, scads of character and story clichés, plenty of puzzle-filled dungeons to explore, etc.—with a few notable improvements. Foremost is the fact that you now have four people in your party. The battle system seems to be more polished, as well, and the interaction with non-playable characters is a bit deeper.

But like we said, timing is a funny thing. Whereas Wild Arms 2 suffered for being a traditional RPG when "cinematic" RPGs were hot, these days we can't help but look forward to getting back to basics—and Wild Arms 3 might be just what we need to satisfy our hankering for good ol'-fashioned role-playing.









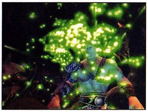
GLADIUS

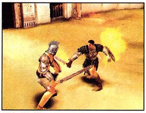
FIRST LOOK

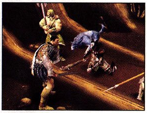
Role-playing meets wrestling meets *Gladiator*

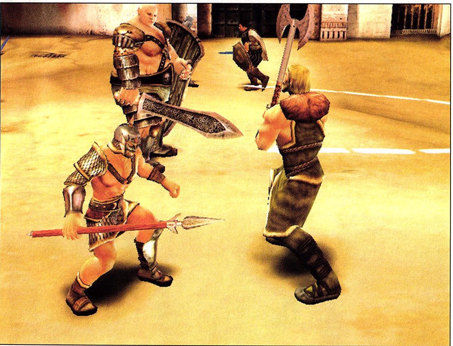
Over the next few months, it will become increasingly apparent that **LucasArts** is moving in a different direction. Yes, there will still be Star Wars games on the roster like our cover boy this month, but the majority of the 2002-2003 catalog will be original games...just like in the good old days.

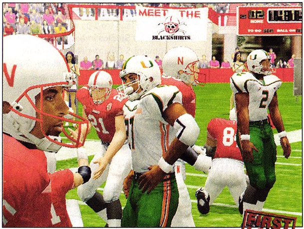
Gladius, which is set for release in **2003**, is possibly the most ambitious project in the works right now. Not only is it very different from your average game thematically, it's also one of those games that doesn't fit into any of the convenient pigeon holes that we all tend to rely so heavily upon when it comes to describing games. So what is Gladius? OK...pay attention here, people. It's a turn-based tactical role-playing game. Simple enough, huh? Well, no. It's more complicated than that because it also borrows heavily from fighting games, sports games and role-playing games. The game's story pins everything together, and its overarching strategy very much resembles, say, a football game (keep your team balanced, make sure you have the right guys on your "team")—there are even wrestling connotations. You'll use magic, manage weapons and rosters, and utilize plenty of strategy when it comes to picking the right battles at the right time. All that, and it looks absolutely stunning, too.







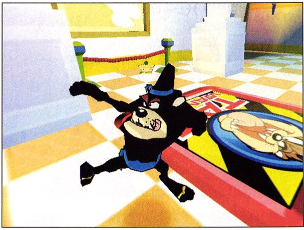




FIRST LOOK

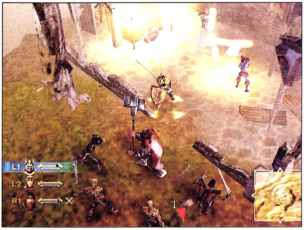
NCAA College Football 2K3

For the first time, PS2 owners will have two college football games to choose from, just before the NCAA season kicks off this **summer**. And if the success of NFL 2K2 is anything to go by (and we have a feeling it is), then EA might just have some serious competition courtesy of **Sega Sports**. The game seems to include all the necessities, with all 25 bowl games, three polls (writers', coaches' and BCS), over 100 authentic stadiums, plus the ability to change players' names.



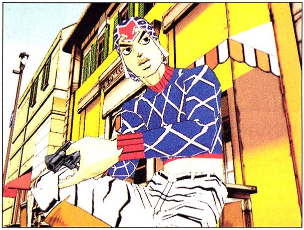
Taz: Wanted

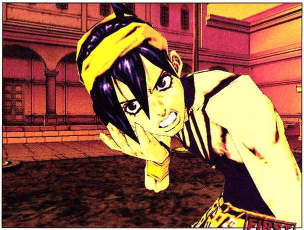
In case you care, here's the plot to **Infogrames'** upcoming cel-shaded puzzle/platformer: Taz has been captured by Yosemite Sam and is caged up at the Sam Francisco Zoo (get it?). Taz escapes. Now Taz must find his way home to Tasmania so he can save the She-Devil (no, not that horrendous Roseanne Barr movie—nothing could rescue that monstrosity). Along the way, he'll destroy countless wanted posters while using ACME products to avoid Sam and his henchmen.



Legion: The Legend of Excalibur

After months of revamps and retooling (and trust us, folks, from what we saw last summer it *needed* them), **7 Studios** (made up of part of the team responsible for the Command & Conquer series) is finally putting the finishing touches on its Arthurian game for **Midway**. Due this **summer**, Legion combines elements of real-time strategy and action genres for a somewhat unique gaming experience. And hopefully by now that means it's a *playable* gaming experience.





JoJo's Bizarre Adventure

FIRST LOOK

As solid a fighting game as JoJo's Bizarre Adventure for PS one was in 2000 (we gave it a 4.5), it never really racked up big sales numbers. But if our first look at the franchise's first PS2 incarnation is any indication (granted, just via video footage), then it'll be a shame if this manga-based title fails to become a hit. This game looks absolutely fantastic, with fluent, cel-shaded graphics realized in the style of a gritty cartoon, a technology **Capcom** calls "Artistoon." Expect it to ship this **fall**.

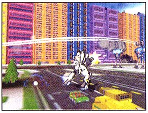
ROBOTECH

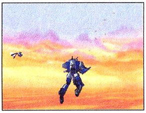
FIRST LOOK

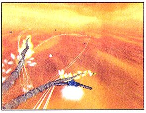
Classic anime for your gaming pleasure

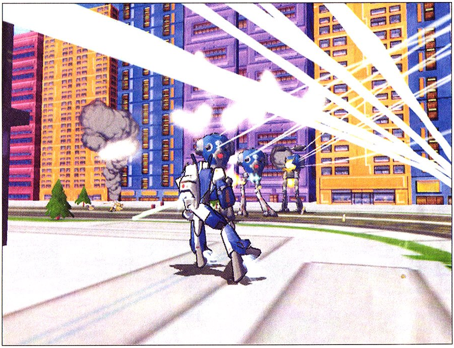
In the 1980s, many Americans got their first shot of anime courtesy of the *Robotech* series. In many ways a soap opera (that just so happened to also feature plenty of kickass mech action), it stood out from the *Thundercats* and *Masters of the Universe*s of the day with its ongoing story and overall sophistication. Yet nary a Robotech game has made its way to American shores (and, for the most part, the Japanese-related releases have been known to cause the most diehard of fans to cringe).

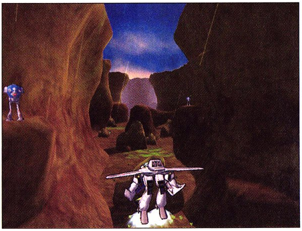
That all changes this **September**, when **TDK** releases Robotech on PS2. Rabid fans of the series should be thrilled to know that the folks developing the game at **Vicious Cycle** consider themselves just as excited about the subject matter and are employing cel-shaded graphics to make gamers feel as though they've stepped into an actual episode. Furthering the realism, every vehicle depicted in the first *Robotech* series (the game takes place then; there were three series total) is brought to life. Of course, this includes your massive Veritech fighter, which transforms into three configurations on the fly, perfect for taking on hostile Zentraedi in missions ranging from escorting others, to search and rescue, to old-fashioned dogfighting. We can only hope for a sappy love story, too.











MORTAL KOMBAT: DEADLY ALLIANCE

Test your might in 3D for the first time

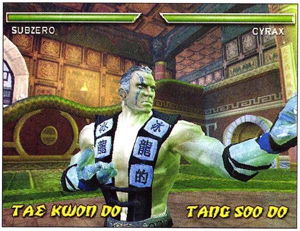
This **fall**, **Midway** takes the Mortal Kombat series of fighting games somewhere it's needed to go for years. Now in full 3D, it should be interesting to see if former MK fans now more interested in the likes of Soul Calibur, Tekken and Virtua Fighter return to embrace the series they once held so dear.

With Deadly Alliance being the first MK released solely on consoles, its creators have opted to place more emphasis on the single-player experience, including a little more story depth than you might expect. Console exclusivity also makes the action more conducive to a Dual Shock, which comes in handy as you switch between such fighting styles as Tae Kwon Do and Tai Chi. Weapons come into play, as well—and rather realistically at that. In Deadly Alliance, you can actually see the lifelike results of each attack, whether you bloody up Scorpion with a sword to the gut or simply bruise up Shang Tsung's face with a simple punch. It all sounds cool—let's just hope it plays well.

SUBZERO
CYRAX
TAE KWON DO
TANG SOO DO

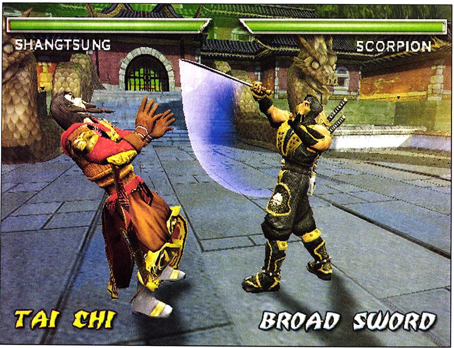
SHANGTSUNG
SCORPION
TAI CHI
SNAKE

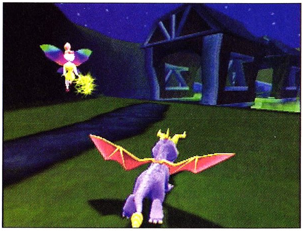
SHANGTSUNG
SCORPION
SNAKE
BROAD SWORD

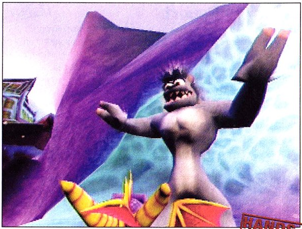


The Cast

We still don't know exactly how many fighters will appear in Deadly Alliance, but early word suggests as many as 24. Interestingly, about half of these are entirely new, despite a huge cast of MK characters from the past four games. So, who do we know about that you're already familiar with? So far, Midway has revealed Kitana, Scorpion, Shang Tsung, Cyrax, Rayden, Sonya, Reptile, Jax and a revamped Subzero (left). And what about Liu Kang? He dies in the opening cutscene!



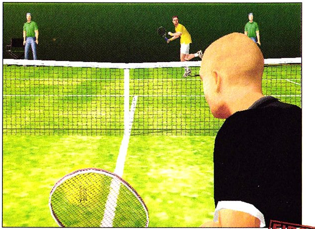




HANDS-ON PREVIEW

Spyro: Enter the Dragonfly

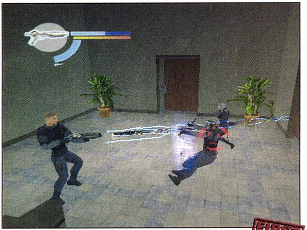
Universal recently treated us to a first look at Spyro: Enter the Dragonfly, the purple dragon's PS2—not to mention non-Sony/Insomniac—debut. And, to be honest, it's exactly what we expected. Not bad, not amazing—but certainly promising as a solid platform title for **fall**. You're basically getting the same type of gameplay (now with a 5,000-polygon Spyro, not just 400) with new additions, like different types of breath (snow, lightning and bubble) and around 10 new minigames.



FIRST LOOK

Agassi Tennis Generation 2002

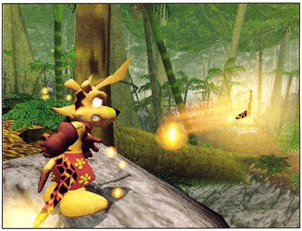
If image is everything, then **DreamCatcher** wants to make a positive first impression on sports gamers with its PS2 debut for the genre, which stars one of the biggest names in tennis. Complete with the endorsement of Brooke Shields' ex-husband, Agassi Tennis Generation 2002 takes an almost RPG-like approach to its sport; starting with $10,000, earn money by winning matches, and spend it on everything from equipment to coaching. ATG'02 comes your way this **summer**.

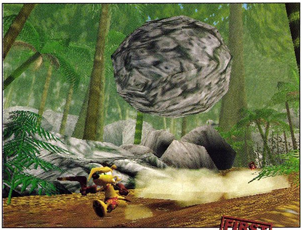


FIRST LOOK

Minority Report

By now you've probably seen a trailer or two for *Minority Report*, Steven Spielberg's summer flick starring Tom Cruise as part of an elite police squad that apprehends murderers before they commit their crimes. Only thing is, Cruise's character gets "chosen" as a future murderer, and he soon spends his time on the run trying to clear his name. **Activision**'s third-person adventure based on the film comes to us from **Treyarch**, the developer of Spider-Man, this **fall**.





FIRST LOOK

Ty the Tasmanian Tiger

It's kind of amazing that throughout the history of **EA Games**, you'd be hard-pressed to find any game starring a cute, cuddly "mascot character." That all changes this **winter**, when Ty the Tasmanian Tiger bursts onto the scene. As Ty, who believes himself the only Tasmanian tiger still around until a meeting with the Mystical Elder informs him to the contrary, it's up to you to free the fellow members of your species who have all been imprisoned in a parallel world accessed via the Outback.

X-MEN: WOLVERINE'S REVENGE

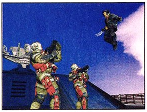
FIRST LOOK

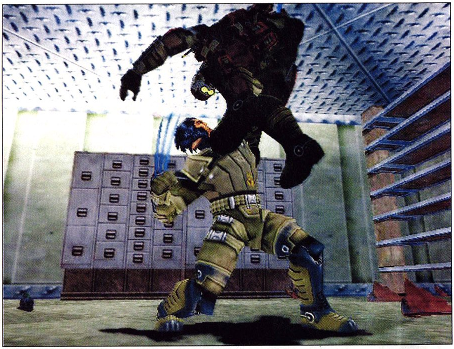
The ol' Canucklehead goes solo

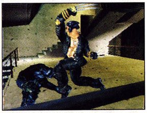
Anyone familiar with Wolverine—and if you like comics at all, it's a pretty safe bet you are—knows that Marvel's most popular X-Man is also a certifiable loner, prone to going out on his own...and running into plenty of trouble in the process. For the first time on PS2, he gets the chance do just that **next spring** in Wolverine's Revenge.

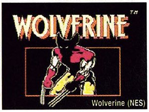
For the game, **Activision** enlisted comics writer Larry Hama to create a plot that explores Wolverine's past, present and future—something you'd very likely read in the pages of *New X-Men*. All of the action revolves around Wolvie's investigation of the truth behind the Shiva Virus—an investigation that leads him back to Department H, the ruthless organization that laced his bones with adamantium. Along the way, comrades like Professor X and Beast assist Logan, while such X-foes as Magneto and Juggernaut also appear. And who can forget the more Wolverine-specific enemies like Omega Red, Wendigo and Sabretooth? Even cooler, Patrick Stewart (Xavier, we presume) and Mark Hamill (we have no idea) lend voicework.

Says **Activision**'s T.Q. Jefferson, "Just as Spider-Man breathed new life into superhero-based games, Wolverine stands ready to receive the baton and conquer all-new territory."









Wolverine (NES)

Wolverine's Gaming History

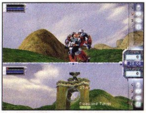
Sure, he's played a role in every X-Men game ever, but believe it or not, Wolverine's Revenge is not the feral one's first solo gaming adventure. He first appeared alone in the simply titled Wolverine on NES in 1991, followed three years later by Wolverine: Adamantium Rage on Genesis and Super NES. And last year, Wolvie finally saw solo action again in X-Men: Wolverine's Rage on Game Boy Color.

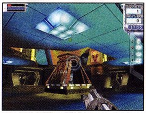
TRIBES: AERIAL ASSAULT

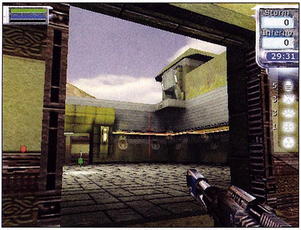
FIRST LOOK

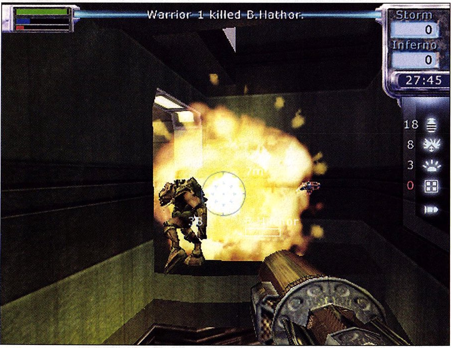
Goodbye, Halo

If you've been jealous of your Xbox-owning friends for being able to play the much-praised Halo, you won't have to pine away much longer. Tribes, the PC first-person shooter that pretty much taught Halo all it knows, makes its first PS2 appearance this **August**. Aerial Assault features similar gameplay to Tribes 2 but won't be a straight port; both the levels and the vehicles are being redesigned from the ground up with smaller, faster battles in mind. But "smaller" is a relative term: With the game launching right around the time of the PS2 network adapter, you'd better believe that you can enlist the services of up to 15 friends (and enemies) and go head-to-head online in enormous outdoor environments. But don't worry if you're not planning on picking up the network adapter right out of the gate—you won't *need* to go online to play. The game comes equipped with a bunch of single-player modes and levels that **Sierra** claims will include "amazingly intelligent bots."



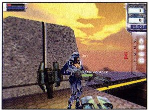


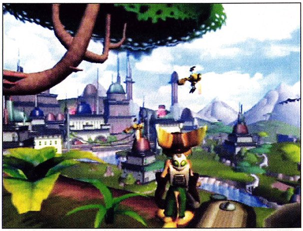


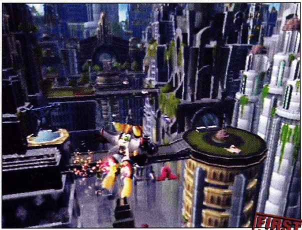


Excuse Me While I Kiss the Sky

In case you're wondering, the "Aerial" part of the assault comes into play when you fire up your jetpack to reach gut-wrenching heights or hop into a bomber to teach your opponents the meaning of the phrase "death from above." And while we're on the subject of vehicles, you can also pilot a fighter plane, a ground bike and a five-person armed transport that allows for swift group attacks.



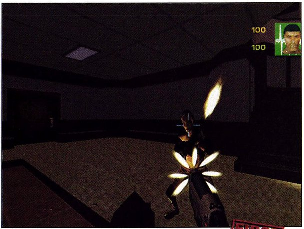




FIRST LOOK

Ratchet & Clank

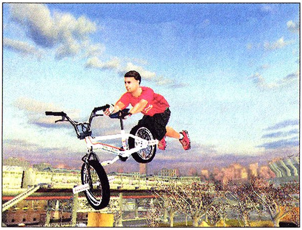
Another game conforming to **Sony CEA**'s apparent new naming syntax of "thingy and thingy," **Insomniac**'s Ratchet & Clank looks like a real winner. Set for release this **fall**, the most striking thing about the game right now is how un-Spyro-looking it is (Insomniac developed the previous Spyro games on PS one, for those who don't know). What's the new game like? Think Jak and Daxter meets...oh, something a bit less kid-oriented with added stealthy bits.



FIRST LOOK

Ecks vs. Sever

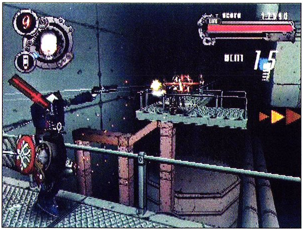
Bam! is apparently hoping to get into the running for next year's Worst Name for a Game Award with this offering patterned after the Antonio Banderas/Lucy Liu spy flick of the same name. Come **November**, players can take on the role of either FBI agent Jonathan Ecks (Banderas) or the rogue NSA operative known only as "Sever" (Liu). Each character will have a different storyline, adding up to over 20 single-player missions and a selection of four-way multiplayer arenas.



Dave Mirra Freestyle BMX 3

FIRST LOOK

With Dave Mirra 2 you could get lost. If you had to find four objects at the different corners of the level, you needed a map. For Dave Mirra 3, due this **fall**, there are 10 expansive environments, but we hope they've toned down their size just a bit. Also expect a new Create-A-Rider system that **Crave** claims is "revolutionary." It allows you to create a rider and a bike. We're just hoping that one can create a tricycle. You know, for the beginners.



Gungrave

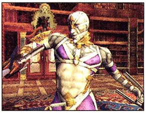
At **Sega**'s GameJam event in Japan in April, many gamers were blown away by the first showing of Gungrave, a 3D-action title comparable to Devil May Cry. Developed by Sega's internal **Smilebit** team with animated full-motion video courtesy of the anime specialists at **Red**, Gungrave features you as a character named "Beyond the Grave," whose objective seems simple: Obliterate everything in sight. No word on a U.S. release, but we suspect one.

SOUL CALIBUR 2

Voldo joins the ranks

Another month, another batch of incredible-looking Soul Calibur 2 shots. This time around we're treated to, among other things, a first look at the Italian fighter Voldo in the game (right). Those of you who played the original Soul Calibur will no doubt remember him as the rather annoying guy with the Katar weapon.

As for new info on this **spring 2003** release, we've heard of a new way of repelling enemy attacks in Soul Calibur 2, where you'll actually push off from an enemy's swing. Also, **Namco** has taken out the function of charging up attacks, which was a feature rather neglected in the original anyway.



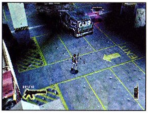
HANDS-ON PREVIEW

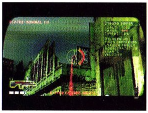
C-12: FINAL RESISTANCE

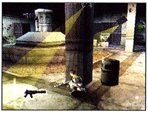
Finally! It's coming!

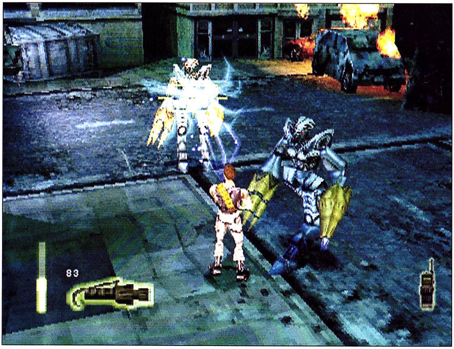
PS one

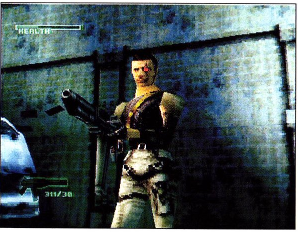
Way back in fall 2000, European gamers were treated to the release of c-12, which we understood was destined for a soon-after U.S. release as well (you might remember a couple previews around that time). *Finally*, that time has come, as **Sony CEA** brings us the game in **July**. In this third-person action/adventure developed by **SCE Studio Cambridge** (MediEvil series), you control Lt. Riley Vaughan, mankind's last hope to defend the planet against a hostile alien race responsible for the deaths of many, as well as turning humans into cyborg-soldier threats to mankind. Implanted with a cybernetic left eye so as to better scan environments, Vaughan also comes armed to the teeth with an arsenal of futuristic weapons. While the main part of the game has you shooting your way through hordes of enemies through such postapocalyptic settings as destroyed cities and rundown factories, it also has its more quiet, puzzle-oriented moments where you need to look for switches, find doors, activate power supplies, or snipe in on enemies at long distance. The nice graphics, eerie sound and solid level design—not to mention some challenging boss fights—make c-12 one of the most promising PS one releases in a long time.

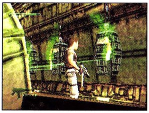


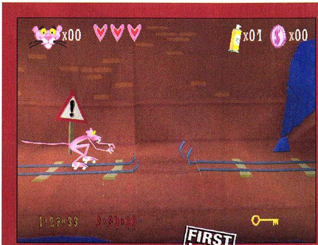










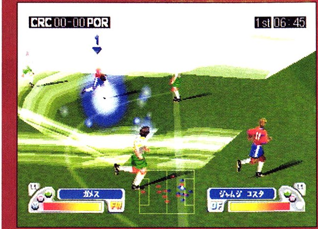


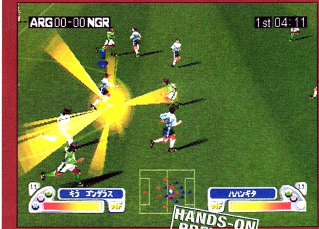
FIRST LOOK

The Pink Panther

PS one

After recently hitting us with a solid PS2 platformer based on a classic cartoon character no one cares about anymore (i.e., Woody Woodpecker; see page 101 for a review), **DreamCatcher** tries to do the same for the Pink Panther on PS one this **summer**. It seems that ol' Pinkie's uncle has passed on and left a great treasure beneath his mansion—only thing is, the path to get there is rife with traps and hostile creatures. And apparently, wearing rollerskates combats them well.



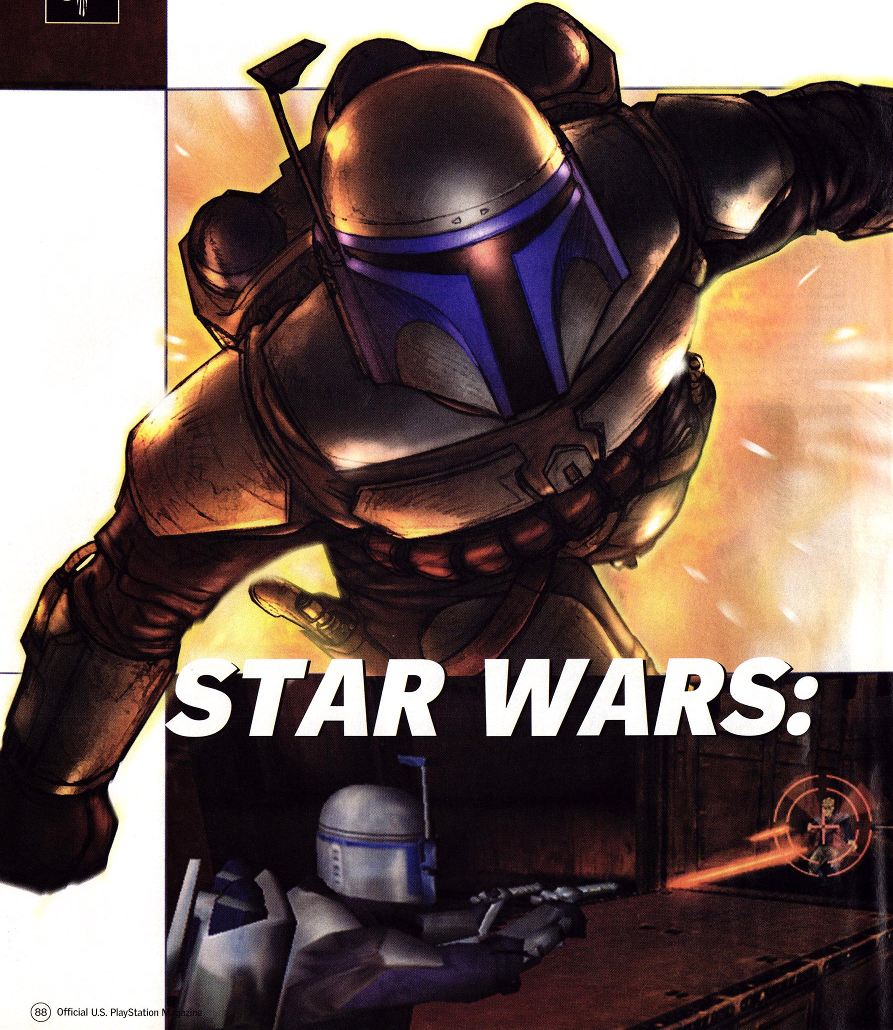


HANDS-ON PREVIEW

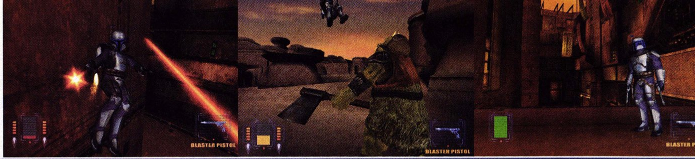
Super Shot Soccer

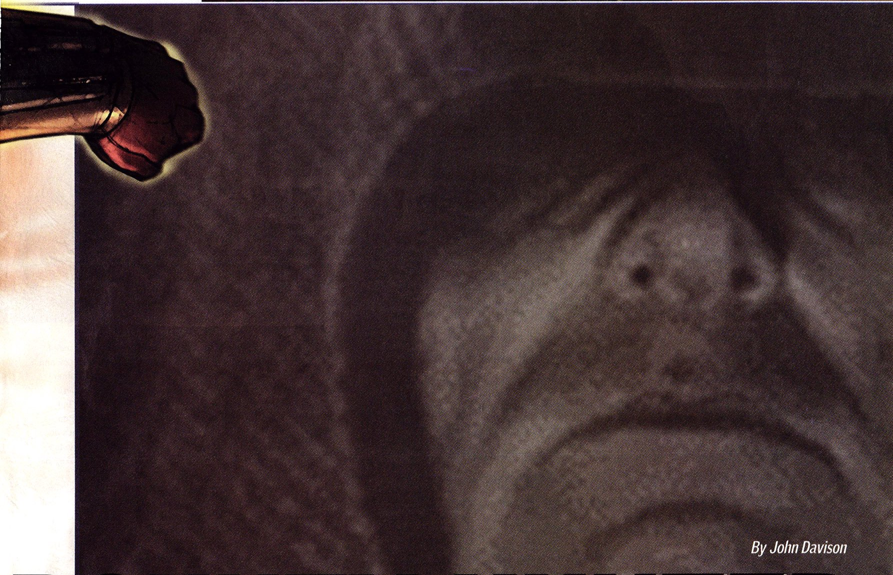
PS one

When it comes to special moves, nothing compares to the wild antics of Super Shot Soccer. Consider this: England can have a player spin around until he sinks into the ground for a short while. Nigeria can put the ball between a player's feet, jump 30 yards, and land upfield. Argentina's finest can surround themselves with a ring of fire to ward off defenders. Yes, the players in **Tecmo**'s Super Shot have some magical abilities. We'll see if they're worthwhile this **June**.



STAR WARS:





By John Davison

BOUNTY HUNTER

Jango Fett is the bad guy you know you want to be. Come this fall, you can.

The Fett legacy is one of the most beloved in the *Star Wars* history partly because, so far, it's something of considerable mystery. Despite only getting a tiny amount of screen time, Boba Fett touched something in the hearts of fans, and they latched onto him as a firm favorite. Unlike many characters in the story, little is really known about the dark and brooding Fett line. The movies never really fleshed out his character much beyond the fact that he was a bounty hunter, and the subsequent comic books and short stories have been somewhat inconsistent in their portrayal of him.

As *Star Wars: Episode II–Attack of the Clones* will show, Boba's pop was a real badass too and is an extremely important and integral part of the overall six-part story. Searching around on www.starwars.com, you'll find the "official" Jango description describes him with some considerable flair. "The name Fett carries with it a cold air of dread and competence," it begins with some drama. "To those with the credits to hire him, it is synonymous with success. To those with reasons to fear, Fett means capture or death."

It's probably best to read this with a deep booming voice and enunciate it as clearly as you can. Try something like the guy who does movie trailers that begin with the words "In a world..." and you'll get the full benefit. "The name and reputation are just two of the many things Boba inherited from his father, Jango," it goes on. "In the final years of the Republic, Jango Fett was regarded as the best bounty hunter in the galaxy. A proficient marksman and unarmed combatant, Fett was covered in a sleek armored suit that concealed his scarred visage and strangely tattooed forearms."

In short, Jango would make a kick-ass video-game character. Come this fall, he will be, when he struts his funky stuff as the star of Star Wars: Bounty Hunter.

"WHEN I WAS A KID, MY FAVORITE TOY WAS BOBA FETT. HE KILLED ALL THE OTHER TOYS IN MY BEDROOM."

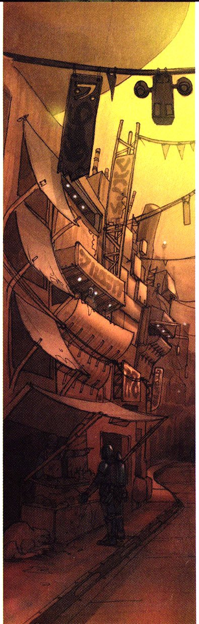
KEEPING IT BRIEF

"Back in November 2000," Bounty Hunter Director Jon Knoles tells us, "I was asked by LucasArts to start up a new Star Wars game. This is actually going to be my 21st Star Wars project, and all they said to me was 'Bounty Hunters' and '*Episode II*.' With a brief like that, there's plenty of room to maneuver!" he laughs. "Getting the brief at that point meant that we were jumping into the *Episode II* fray much later than we ever were with *Episode I*, and we immediately knew that we wouldn't have the pressure of having to get the game out day and date with the movie."

"At the time," he explains "there really weren't many details about *Episode II*. There were some, but they were sketchy. We knew that Jango Fett would be revealed as Boba's father, but little else. Because of this, our primary goals with the game changed. We never wanted to do a 'play the movie'-style game anyway, but by focusing on Jango, we had the freedom to explore some new stuff. A 'play the movie' game would be redundant anyway with this character.... I mean, he's the bad guy—and y'know, bad guys don't always come out on top."

Producer Joe Brisbois expands further and comments that "*Episode I* was definitely a case of 'let's turn this movie upside down, shake it, and see how many games fall out.' With *Episode II*, you'll notice that things are a bit different. This isn't really an *Episode II* game, it just uses one of the characters."

"Something that you learn in the movie," Knoles continues, "and indeed in the trailer if you're listening carefully, is that Jango is the template for the clone army. It's clear that he earned this honor somehow, so we decided to produce a game that explains exactly how he earned that."



As Knoles and Producer Joe Brisbois boot up an early copy of Bounty Hunter for us to look at, they go on to explain that it takes place just after *Episode I*. As the first level emerges, it's clear that the look and feel of the game is very different from many other games set in the Star Wars universe. Sure, there have been third-person action games before, but none with quite the same vibe. "We wanted to go dark," Knoles explains. "*Episode I* was all 'Let's go Podracing! Whee!' or 'Let's meet Jar Jar in the forest.' But *Episode II* is different. It's like *Empire* in that everything is a lot darker and meaner."

The first thing that strikes you is that Jango himself is a very cool character to control. He looks cool, he's menacing, and right off the bat he's loaded up with cool weapons and gadgets. "When I was a kid, my favorite toy was Boba Fett," laughs Knoles. "He killed all the other toys in my bedroom. I think he probably took out all my brothers' action figures too."

"We decided to tackle things a bit differently with this game," Brisbois explains. "Rather than have you learn his abilities by working through objectives like in so many other games, when you start off in Bounty Hunter, you can already do pretty much everything. He's Jango Fett remember—he's a badass and already has his sh— together."

As Jango runs around the environment, he whips out two blasters and starts blasting bad guys John Woo-style. Next, as he approaches a suitable ledge, he fires up his jet pack and hurtles into the air while still blasting away. "We want to develop the abilities of the player, not the in-game character. It's not about the bigger guns," Brisbois explains.

"Although we have that, too," interjects Knoles.

"It's more about getting the player to be more proficient," Joe finishes. "When you reach the end of Bounty Hunter, you'll feel like a badass because all of his cool moves will be second nature to you."

Continued on page 92.

ENEMIES OF THE FETT

Star Wars: Bounty Hunter features more than 100 unique character models. Some are enemies, some are fugitives with prices on their heads, some are competing bounty hunters, some are innocent (or not-so-innocent) bystanders who may fight back if provoked. Some will be very familiar to Star Wars fans, and some will be new additions to the fantastic, ever-expanding Star Wars universe.

Rodians Remember Greedo? Same thing, only meaner
Klatoonians Nikto, Barada and Klaatu
Weequays All skiff guards from *Return of the Jedi*
Aqualish Walrusman
Gamorrean Guards The Pig guards from *Return of the Jedi*
Tusken Raiders A.k.a. Sand People
Grans Ree-Yees from *Return of the Jedi*, familiar to Dark Forces and Jedi Knight/Jedi Outcast fans as the grenadier
Jawas
Twi'lek dancers
Hutts
Krayt Dragon
Rontos
Dewbacks
Astromech Droids
Protocol Droids
Dugs Sebulba from *Episode I* was a Dug—there's a whole army of blaster-packing Dugs in Bounty Hunter
Republic Correctional Authority Guards and their big riot droids
Coruscant Police Yes, Jango Fett takes on the "good guys" in this game, too
Bando Gora Assassins The strange followers of this deadly cult.
Darth Tyranus Christopher Lee's movie character, also known as Count Dooku
Darth Sidious Senator Palpatine, later the Emperor. He's the bad guy.

Of course there are some big, bad bosses to deal with too, including:
Big armored vehicles
A giant Krayt Dragon
A brutal bounty hunter who may just be more dangerous than even Jango Fett.
A deranged former Jedi who wields two lightsabers and a bevy of dark powers.
Plus, at least four new species of thugs designed specifically for the game.

MASKED MEN

By Dave Gross

It's a question most every fan has considered since *The Empire Strikes Back*, but it hasn't been so hard to answer until recently.

Who would you rather be, a Jedi Knight or a bounty hunter?

Apart from the tantalizingly brief appearances by a certain mercenary Mandalorian, bounty hunters were little more than window dressing in earlier *Star Wars* movies. *The Phantom Menace* showcased Jedi mowing down legions of battle droids, leaping perilous chasms and bisecting a Sith apprentice.

The same question's actually been around a lot longer than *Star Wars*.

When you were seven, some kid must have asked, "Superman or Batman?" Naturally, you said Superman, because who wouldn't want heat vision, flight and Kryptonian strength? Besides, Superman could obviously beat the hell out of the Dark Knight.

But sometime around puberty you realized that Batman had a few more things going for him than a great set of wheels and the utility belt. Sure, you had to forget about the whole regrettable Boy Wonder period, but the Dark Knight was undoubtedly hipper than the Man of Steel. He didn't just fight for truth, justice and the American way he struck fear into the hearts of villains—and he did it without any superpowers.

Luckily, for those of us for whom puberty is a distant memory, *Attack of the Clones* brings us the Star Wars answer to Batman.

While he's not a playboy millionaire, Jango's got enough gadgets to make Bruce Wayne turn green as Greedo. Who'd want a utility belt when you've got a flamethrower on your wrist? What's a batarang compared to twin blasters? Who needs the Batmobile when you've got Slave I?

If you still need persuading, two words: jet pack.

Like Batman, Jango Fett is a man of mystery who doesn't rely on supernatural forces to win. He's just "a simple man trying to make his way in the galaxy," as he tells Obi-Wan, at least until he dons that famous helmet and goes toe-to-toe with a Jedi Knight.

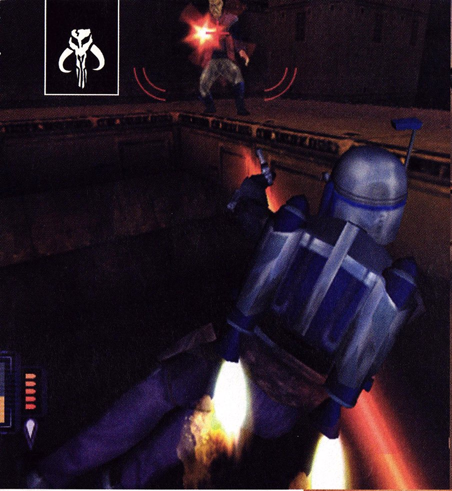
Despite his claim to the contrary, Jango Fett is a complex character. He's a devoted if unconventional father, but he doesn't hesitate to silence a partner who might fink him out. That kind of ambiguity gives him more mystery than any mask could ever supply, and it's up to you to decide whether he's a villain or an antihero. Unlike Jedi, bounty hunters have no clear-cut moral code, and their blaster bolts don't suddenly change to red when they go all dark side.

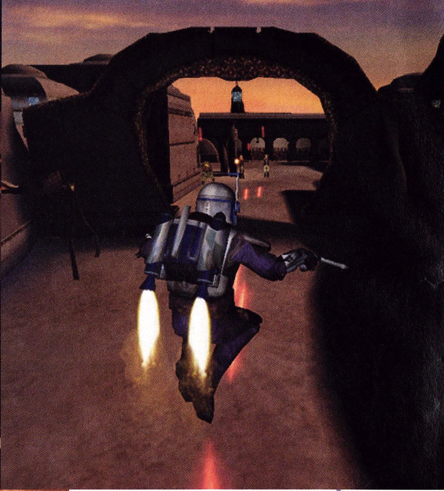
At the heart of bounty hunter mystique is the fact that they do it for money, an even less noble motivation than revenge for all that psychological damage caused by the murder of your parents. Clearly, bounty hunters aren't good guys, but they're not necessarily villains, either. It all depends on the target. If you're tracking a criminal, people think you're a hero. Try to knock off a Republic senator, though, and suddenly your hologram's on the wall of every post office in the galaxy.

OK, I already hear the complaints from the comics fans, so in the interest of full disclosure, I've got to point out that along with all the other comparisons to Batman, Jango Fett also has the kid sidekick.

However, young Boba Fett could obviously kick Dick Grayson's ass.

Dave Gross is the editor-in-chief of the official *Star Wars* magazine, *Star Wars Insider*.





IN IT FOR THE MONEY

As we continue to explore Jango's world in Bounty Hunter, Knoles explains the story further. "Basically, the game opens with Darth Sidious issuing an order to his new apprentice. He sets two tasks: He wants to find and eliminate a deadly cult led by a deranged former Jedi who's causing him problems, and he wants to find a source for the clone army."

The apprentice in question, as you may know if you're up on your Star Wars lore (or you're reading this after May 16) is Count Dooku, played by Christopher Lee, who also goes by the Sith name Darth Tyranus. Now, Tyranus, being a resourceful chap, decides to kill two birds with one stone and sets a colossal bounty on the crazed Jedi in question. In the game, you actually start on a completely different quest, but you soon get this transmission for this huge bounty and that's what sets you off on the main objective.

"When you start," Brisbois tells us, "you're actually helping out a character who's key to the game. You're working on something for a character who's effectively Jango's 'broker.' Her name is Rozatta, and she's a Toydarian, like Watto. Anyway...her role in the game is to be like Jango's conscience or something. She's probably his only real friend, and you actually learn a lot about his character by the way she acts around him. You see, even though Jango is so tough...I guess he still needs his Jiminy Cricket. He's not that chatty, either."

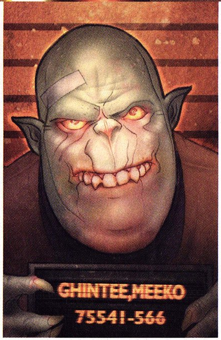
"Cool heroes don't talk much," laughs Knoles. "How cool they are is inversely proportional to how much they say."

"There's another character who's important to Jango too, and she's one who also turns up in the movie. She's another bounty hunter called Zam Wessell," Brisbois says. "They don't team up because they like each other or anything, but as with Roz, the fact that they do work together in places, and the interaction between them, helps you learn even more about Jango's personality."

"By the end of the game, it's clear that Jango is an OK guy. He's honorable."

You don't want Jango saying, 'Really, I'm an OK guy,' though. So it's best to do it this way," Knoles laughs.

"We could have avoided all the character-interaction stuff and just have Jango call his mom, I guess," Brisbois ponders. "It would have saved us having to bring Zam and Roz in so much."



> **"COOL HEROES DON'T TALK MUCH. HOW COOL THEY ARE IS INVERSELY PROPORTIONAL TO HOW MUCH THEY SAY."**

THIRD PERSON

As we wander around a variety of different levels, it's clear that the game has a much darker theme than previous Star Wars games. "Jango's from the real underbelly of Star Wars," Brisbois tells us while Jango wanders through some dark streets. "He walks with a bunch of scum, the real dregs of society. He's a bounty hunter...that's what they do. He hangs with the crime lords and the scumbags, and he has to track people like that. He doesn't get to hang in the beautiful Jedi chambers...he's in the streets, in the dirt, and he's hunting people down for cash."

To prove the point, we are shown some early stages taken from a familiar *Episode I* and *II* locale. "We knew we wanted to feature Coruscant in the game pretty heavily, because so far in the movies you've only really seen the beautiful parts and the stately parts," Brisbois says. "We're going to take you down to the streets where the poverty and unpleasantness is."

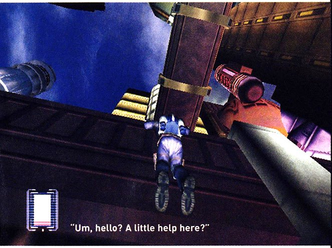
As Jango runs and jet packs around, he lays waste to pretty much anything that gets in his way. "The one thing we wanted to achieve is that you're not conscious of playing the bad guy from the movie," Brisobois enthuses. "Even in the movie he's not a typical bad guy like Darth Vader or Darth Maul. To be honest, he's neither bad nor good, but usually it's the bad guys who are paying him.

"It's a bit of an overused term," Knoles explains, "but Jango is an antihero. We want to break some definitions with Star Wars games here. We're not saving the galaxy or rescuing the damsel in distress. Jango is a mercenary. He's a badass—maybe he even enjoys this stuff."

As if to demonstrate this, Knoles starts to show some of the other weapons in Jango's arsenal. Various guns and grenades, then a missile launcher that shoots forth with a chuckle from its creators.

"Jango has so many weapons if you check out all the background info," laughs Brisbois, "but we don't use all of them. We had to pick the best stuff. I mean, sure, knee darts are great, but wouldn't you rather have a jet pack? And anyway, what the hell are you going to do with knee darts?"

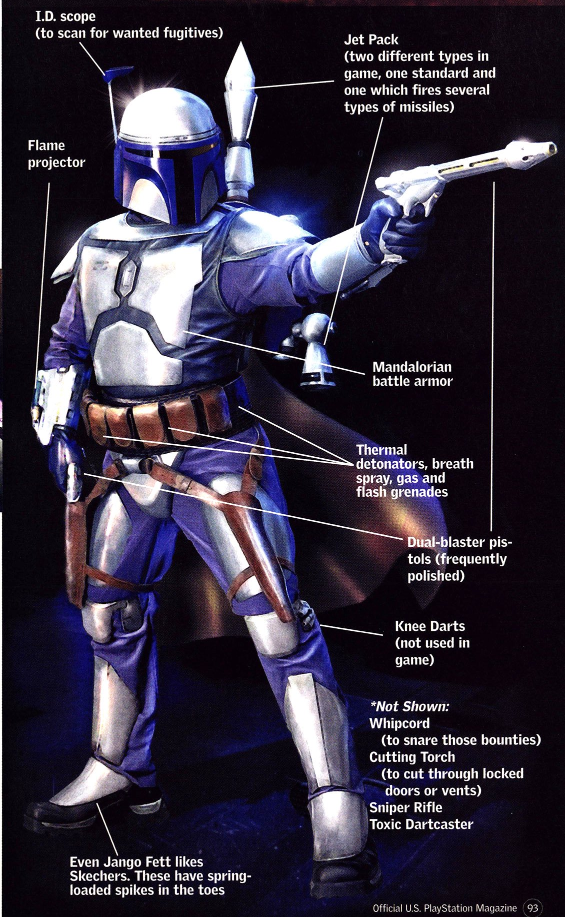
"Our primary goal when we started this was to make it a third-person game," explains Knoles. "We want to make players feel like they're controlling Jango because he's so cool. Some characters lend



"Um, hello? A little help here?"

THE ANNOTATED MR. FETT AND HIS AMAZING KNEE DARTS

Jango Fett's arsenal boasts a wide variety of lethal gadgets as well as some unusual extras to keep his prey on their toes. Most of the items featured in the movie are also present in the game.


I.D. scope (to scan for wanted fugitives)
Jet Pack (two different types in game, one standard and one which fires several types of missiles)
Flame projector
Mandalorian battle armor
Thermal detonators, breath spray, gas and flash grenades
Dual-blaster pistols (frequently polished)
Knee Darts (not used in game)
Even Jango Fett likes Skechers. These have spring-loaded spikes in the toes

**Not Shown:*

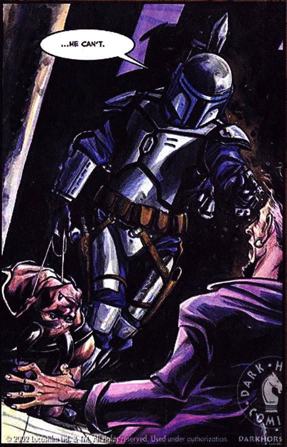
Whipcord (to snare those bounties)
Cutting Torch (to cut through locked doors or vents)
Sniper Rifle
Toxic Dartcaster

DARK HORSE COMICS TACKLE ALL THINGS FETT

In addition to being one of the bad guys in *Star Wars: Episode II–Attack of the Clones*, Jango is going to be pretty busy when it comes to other media. Not only will some of his back story be fleshed out by his new game, but Dark Horse will also bring us a series of comics that explain his motivations even further.

According to Bounty Hunter Director John Knoles, "The comic books deal more with Jango's link to the Mandalorians. You'll learn about how he joined with them and eventually led them as a ferocious warrior. There's also going to be a ton of stuff about the clashes between the Mandalorians and the Jedi and how Jango ended up being the very last of his kind." [See the sidebar on the opposite page.]

For more information on the upcoming comic books, check out the Dark Horse Web site...or go to this direct link to jump to the Jango-specific pages.



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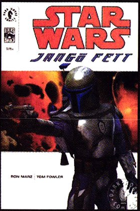
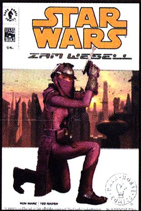
www.darkhorse.com/products/zones/z_starwars/zp_series/bc_swjf





FETT MARKS

You can't go wrong with the official Star Wars Web site, and we bet you can't guess the URL.
www.starwars.com

For information about early May's Star Wars Celebration, check out the community news channel on the official Star Wars site.
www.starwars.com/community/news

This is one of the best Star Wars sites around with tons and tons of news and info for you to get giddy about.
www.theforce.net

Star Wars parody site to make you giggle...especially if you're a Beatles fan too.
www.thejeddles.com

Build your own Boba Fett. It does everything it says on the box...
www.geocities.com/Area51/Shadowlands/7853

The ultimate Boba Fett costume
www.skaines.com/fett

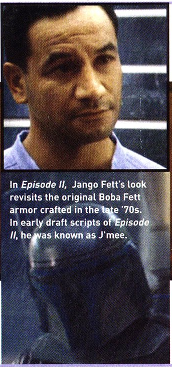
Jango Fett revealed...he has plenty of Web sites already. Just wait until after the movie's out and he gets even more.
jfett.8m.com

The Boba Fett fan club...another unexpected URL for you.
bobafettfanclub.com

The Ancient Shrine of Boba Fett is a neat fan site.
www.geocities.com/liannah_drakki/shrine.html

The Boba Fett Multimedia page—now with added Jangoisms.
www.bobafettmp.com

JANGO MORRISON



In *Episode II,* Jango Fett's look revisits the original Boba Fett armor crafted in the late '70s. In early draft scripts of *Episode II*, he was known as J'mee.

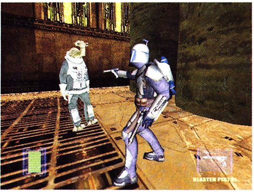
Maori actor Temuera Morrison's award-winning performance in the film *Once Were Warriors* opened doors to several Hollywood roles. He is excited to join the cast of *Episode II* as a bounty hunter. "I have admired Temuera since first seeing him in *Once Were Warriors*," said Casting Director Robin Gurland. "When George [Lucas] was creating this role, I spoke to him about Tem, and he also thought Temuera would be a wonderful addition to the cast." Over the years, Morrison has appeared in such films as *Barb Wire, The Island of Dr. Moreau, Speed 2, Six Days Seven Nights* and *Hangman's Daughter*.

themselves to first-person games. Take James Bond; really he's just a guy in a tux, so it works in first person. This is very much a console game. We wanted to make the aiming and shooting as simple as possible. Few games get it right. Max Payne worked pretty well, but lots of games don't."

In terms of how the game plays, from playing the early version in LucasArts' studio, it's clear that the quest at hand isn't a single-minded adventure. There's a lot of action, a lot of shooting and lots of things to keep you in that Jango Fett vibe. Although achieving the ultimate bounty is the final goal, there are lots of other things to keep you busy. "What we did know when we started is that we didn't want you going around and just chasing 'noble Jedi,'" Knoles explains. "That would be boring. Jango isn't trying to make the universe a better place.

"You can't 'kill' any of the known Star Wars heroes in a game. That's one of the rules that we're all given when we work on the games," Knoles informs us. "We had to create a nasty character, but we knew that we wanted that character to be a Jedi...a fallen Jedi. Along the way, we also threw in lots of other things to distract you. There are other bounties that you can gather...and if you really want to, you can play the game as evil as you choose. You can blast everything if you want.

"We also have another character who's kind of the Racer X to Jango's Speed Racer," Knoles ponders.



"For that, we have a character called Mondross, who is actually voiced by Clancy Brown, who's a real nasty sonuvabitch. He's meaner and tougher than your typical Star Wars character, and he adds some additional tension to the overall game."

"George [Lucas] told us that whatever we do, this shouldn't ever be a revenge story," Knoles says with a smile. Here's a man who gets advice from *The Man* himself from time to time. "The motivation is only ever *the bounty*. The character who has the whole revenge thing licked is Montross.... We let him get all worked up about that kinda stuff."

"Something you'll notice as you're playing Bounty Hunter," enthuses Brisbois, "is that through the different characters, and through the look of the whole thing, the game becomes more and more complex with time. The plot thickens, and things get darker and more sinister."

"By the time you reach the last level, things are really kinda creepy," Knoles explains while showing some early mock-ups of the final lair (which we're not able to bring you images of, as they're still very early in development). "We kinda thought, 'Hmm, if I were an evil and deranged crazy Jedi...what would my lair be like?' The answer: kinda creepy—so that's what we've done."

BACK TO THE BEGINNING

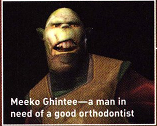
It's clear from what we've seen of Bounty Hunter so far that it's significant for a number of reasons. Not only is it a departure from the usual Star Wars videogame fare, it also fills in some of the history of the larger timeline and slots in nicely with some key information. "We're bridging a gap between the prequels and the classic movies," Knoles beams. "In this game, if you think about it, you're part of the reason that the bad guys are winning in *A New Hope*. It's fun to go back to the beginning."

THE HISTORY OF JANGO FETT

Jango Fett's background and exploits are mired in legend, with few verifiable facts, perhaps by design.

As a boy, Jango was orphaned when his family was caught in the crossfire between the terrifying Mandalorian warriors and their rivals, the DeathWatch. A sympathetic Mandalorian named Jaster Mereel took pity on young Jango, who traveled with the nomadic army-for-hire as they toured the galaxy looking for conflict, always in the service of the highest bidder. Over 15 years, much of that time in battle, Jango rose through the ranks. When Jaster Mereel was killed in battle, Jango was named commander, the youngest in the long history of the Mandalore Warriors.

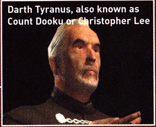
Since ancient times, the Mandalorians were brutally effective fighters, but especially so under Jango Fett's leadership. However, while fighting to suppress a popular uprising in the Galidran system, the Mandalorians ran afoul of the Jedi, who wiped out most of the mercenary army and delivered the survivors to the governor of Galidran. Jango became a slave, but he used the next several years to regain his strength and plot his eventual escape. Jango exacted revenge on his captors, reclaimed his Mandalorian armor, and soon became one of the most ruthless bounty hunters in the galaxy.



Meeko Ghintee—a man in need of a good orthodontist

In time, Jango Fett became legendary. He is fearless and relentless in pursuit of his prey. He is cold and even brutal when necessary, but retains a modicum of compassion.

At the onset of the game Star Wars: Bounty Hunter, Jango has tracked an escaped prisoner named Meeko Ghintee to a remote deep-space station run by an old Toydarian friend named Rozatta. It is there that he receives a special transmission from a man called Tyranus, who offers a fantastic bounty of 5 million Republic credits for the deranged former Jedi who leads a mysterious cult known as the Bando Gora—dead or alive.



Darth Tyranus, also known as Count Dooku or Christopher Lee

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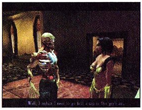
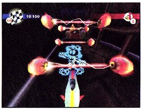




THE **FINAL SCORE**

●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

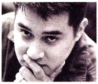
Meet the critics

JOHN DAVISON

John's new wife seems unconvinced when told that, from August, *King of Queens* will be replaced by Monday-night SOCOM games.

JOE RYBICKI

Joe's discovered that he can only play Fatal Frame for about 45 minutes before he develops a serious case of the heebie-jeebies.

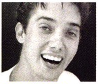


GARY STEINMAN

After learning his name is an anagram for "tiny man rages," Gary became meaner and grumpier than ever. "It's my destiny," he keeps saying.

CHRIS BAKER

A Spider-Man review! Star Wars on the cover! New Wolverine screens! This could be C-Bake's favorite issue of *OPM* ever.

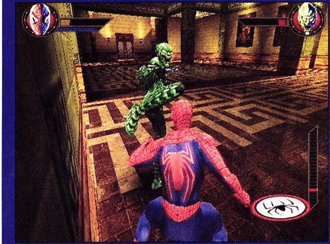


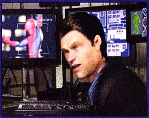
TODD ZUNIGA

Spring has sprung and so has Todd's wardrobe. Nothing but seersucker suits and stingy-brimmed hats for this Italian Job-lovin' maniac.

SAM KENNEDY

Inspired by Kingdom Hearts, Sam took a trip to Disney World this month. But not without first programming the VCR for *The Osbournes*.





SPIDER-MAN

Treyarch takes gamers for the ultimate spin

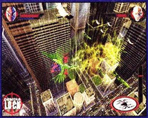
Publisher Activision
Developer Treyarch
Web Site www.activision.com

Over the years, comic-book fans have come to accept one universal truth as readily as they accept the saying "Only Bucky stays dead" (a Captain America reference—look it up): When it comes to superhero video games, only the Spider-Man ones are worth a look. And you'd better believe the wall-crawler's PS2 debut, based on the blockbuster movie currently webbing in the big bucks, only strengthens the argument. At the same time, however, it doesn't *quite* manage to usurp Neversoft's original PS one Spidey title for the "best superhero game ever" crown.

Not that it doesn't try. New Spider-developer Treyarch has obviously gone the extra mile to not only enhance but also add new elements to the core gameplay of Neversoft's classic and Vicarious Visions' lesser sequel.

While previous offerings included some sweet combos with which to beat the bad guys to a pulp, for example, Spider-Man on PS2 offers a great deal more—28 altogether, be they uppercuts, scissor kicks, elbows to the head, body slams, web attacks or anything else you can imagine. I sometimes found myself randomly button-mashing just to see if anything cool happened—often, it did.

Also reminiscent of the PS one games, Treyarch's game mixes up the action with the occasional level centered around stealth or rescuing others. For the latter, players now must actually pick up an innocent in distress and deliver him (or, in the very special case of one Mary Jane Watson, her) to safety. Such scenarios **succeed admirably in supplying a quick rush of simulated heroism.**



Meanwhile, those who missed the original's chase scenes with Enter: Electro should enjoy their semi-return this go-round. While you're not actually being chased along rooftops as in the Neversoft levels (which many would argue is the highlight of that particular game), you do perform a bit of chasing yourself as you sling through the New York City skyline in pursuit of the Green Goblin and the Vulture.

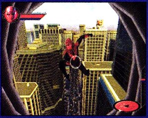
> **"I couldn't help but tense up a bit the first few times I freefell."**

And don't go thinking that's all the time you'll spend above the ground. Treyarch's boldest addition to Spidey games comes by way of aerial combat, in which the webbed one engages in fisticuffs a hundred stories in the air. I couldn't help but tense up a bit the first few times I freefell toward an attack on an airborne foe. **You've got just enough control in these situations to feel like you have a handle on the things, yet just enough imprecision exists to make you tend to feel on edge.** Nothing beats the times when you land on the Vulture's shoulders to pound away at his geriatric noggin

or, better yet, join the Goblin for a ride atop his glider, duking it out with Spidey's emerald-colored archnemesis hand to hand.

And man, does all that action look pretty. **In some levels, Spider-Man's graphics rival those of any other PS2 game.** Nowhere is this better exemplified than in the levels you spend swinging through the skyline. From heights surpassing the Empire State building (your webbing seems able to stick to the stratosphere—just suspend your disbelief a bit), you can look around to view busy city streets and common sites like Central Park. You might even thwip past the likes of the MetLife building (it even *says* MetLife). New York City has never looked better in a video game. And neither has Spider-Man himself. In closeup views, you can actually see each "scale" of the wall-crawler's costume. Equally impressive, enemy attacks display some spectacular particle effects so that, even when you get nailed by a blast from the Shocker, at least part of you is thankful to have seen such a beautiful thing.

The game could have used a little refinement in the sound department, though. As great as it may be to hear Tobey Maguire voicing Spidey and Willem Dafoe as Goblin (plus Bruce Campbell as a hilarious narrator), and no matter how chuckle-inducing the web-swinger's quips might be, **the voices repeat *way* too often**. Overhearing almost every guard in a stealth level complain "I'm never filling in for Jamie again" makes you wonder if Jamie's the only one there on a normal night.



An early costume designed by Alex Ross is one of several cool extras offered in the game.

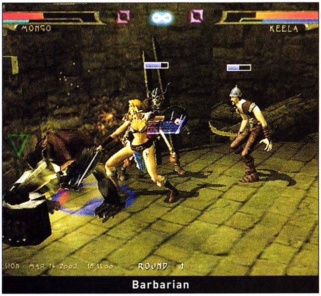
I was also disappointed with the overall structure of the game, both in terms of story and gameplay. I like the inclusion of three other villains—especially how Treyarch made the Scorpion more "misunderstood" than "bad"—but they really do just feel like add-ons to make the game longer (which, thankfully, it is compared to past Spider-games) and not a real part of your adventure. Further, the game clumps all but one of the Goblin-related levels together for the end—and that's half of everything right there. I'd like to have seen, say, a Goblin fight, then a Shocker meeting, then the Goblin again, then Vulture, etc. And **as much as I enjoyed the aerial combat, its overuse makes the innovative gameplay element a little less exhilarating toward the end**.

So, despite improving the formula in many ways (did I mention the better camera?), Spider-Man on PS2 features enough little annoyances to make it rank slightly—and I do mean *slightly*—below Neversoft's game. But watch out, Tony Hawk boys. Treyarch might get you next time.

Final Score ●●●●◖

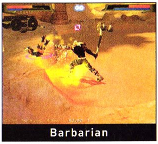
Chris Baker

Players: 1
Memory Card: 79 KB



Barbarian

Barbarian



Barbarian

Barbarian

Publisher Titus
Developer Saffire
Web Site www.titusgames.com

You have no excuses if you run out and buy Barbarian thinking it's going to redefine your fighting-game life. The combat is crude, **enemies are relentless yet fundamentally stupid**, and all your abilities are a product of memorization rather than evolution—sounds barbaric enough to me.

The Power Stone-inspired gameplay is fused with lots of character-specific story elements, upgradeable fighter stats and branching paths that take you to several deformable arenas. Each features wieldable boulders and trees and such, but they deal far too little damage to make them worth lifting—you'll likely just get hacked by a foe in the process. What's worse, the camera likes to zoom way out and leave you wondering which little mess of polygons represents your character.

If the combat model was cleaner, you'd be able to keep track of yourself in spite of the camera. But the **sloppy swordplay and imprecise magic attacks** just make the game look like an alcoholic staging of Medieval Times. Your blows will mysteriously not connect from time to time, and straying at all from your eight scripted combos will paralyze your character with confusion. Your best bet is to just memorize the damn button combinations and recycle them in battle. Barbarian is a rental for the curious but otherwise best left alone.

Final Score ●●

Jonathan Dudlak

Players: 1-4
Memory Card: 268 KB

Downforce

Publisher Titus
Developer Smart Dog
Web Site www.titusgames.com

I can appreciate that the futuristic, alternate-fuels theme is terribly right-on and groovy in a love-the-Earth-while-racing-at-200-mph kind of way, but to be honest, that's the only real hook here. What else does Downforce offer?

Um...not much. It has a few neat two-player modes, it's reasonably fast, and it looks OK, but really... why would you bother with it? It doesn't do anything that hundreds of other racing games haven't done before. It's an arcade-style racer loosely based on CART or F1, with made-up cars and drivers and no particularly distinctive features. It doesn't try to be realistic, and yet it doesn't push the reams of fantasy either. **Even the name is redundant.** For the first 30 percent of the game, you can crash into the walls and destroy the bits of your car that generate the eponymous "downforce" and still hurtle around at 200 mph. As you progress, things get more interesting, but by then, you'll be bored with it.

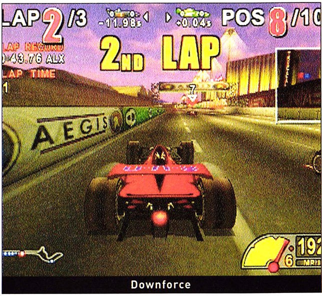
Let's face it, if you weren't tempted by the awful Driven, which at least pretended to be based on a crap movie, **I can't imagine why you'd want to fork over 50 bucks on this**, either.

It's not terrible by any stretch of the imagination—but its boring tracks (which all feel completely flat) make you feel more like you're racing around a generic airport terminal with fancy backdrops than actually *in* the exotic locales.

Final Score ●●

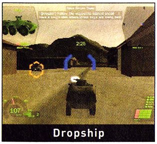
John Davison

Players: 1-2
Memory Card: 128KB

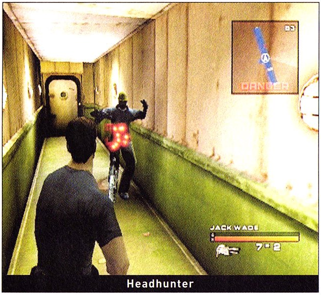


Downforce

Dropship



Dropship



Headhunter

Dropship

Publisher Bam!
Developer Sony Studios Camden
Web Site www.bam4fun.com

Yikes. If Ace Combat has lulled you into a false sense of confidence about your flight skills like it did me, you're in for a nasty wake-up call. This game is *hard*—**it starts out tough and gets tougher from there**. By the fourth campaign, you're going to be staring at a swarm of red blips on your radar, praying for your wingmen and wondering whether your CO realizes that you don't have some magical ability to be in three different places at once.

Part of the difficulty arises from learning to pilot these large, unwieldy aircraft, mainly because you're not just flying and fighting; you also need to make frequent, vertical, precision landings to load or unload troops, restock your weapons and so on. That's harder than it sounds when the craft you're driving is usually big enough to hold three or four tanks (though a few of the missions put you in command of a more reasonably sized fighter jet).

But flying the airborne equivalent of a Ford Excursion is just the start. From time to time, you'll hop into the driver's seat or gun turret of one of the vehicles you're carrying and go on a groundside mission. These don't tend to be much easier than the flying missions (with a few exceptions), mainly because these vehicles don't handle so well, either. While it makes sense in the giant dropships, **there's no reason the ground units shouldn't handle a bit better**, and it makes some missions really frustrating. But even on the tougher ground missions, the variety is quite welcome.

And I'd have to say that's Dropship's biggest strength: **It mixes things up ferociously**, always throwing a new kind of mission at you, and just about every one is executed well enough that you will feel like you're making some progress against those almost-insurmountable odds—even though you're going through 10 or so attempts before you finally manage to beat a mission.

The game has occasional sound and graphic glitches, but they don't hurt the score too much. In fact, Dropship has taken up residence just a hair behind Ace Combat 04 on my list of favorite flight games. Try it out.

Final Score ●●●●
Joe Rybicki

RP
Players: 1
Memory Card: 50 KB

Headhunter

Publisher Acclaim
Developer Sega/Amuze
Web Site www.acclaim.com

And you thought we reserved the bounty-hunting games for this month's feature. Nope. Seems that Acclaim has snapped up another former Dreamcast title from Sega for a PS2 release. In many ways, I'm thankful they did. Headhunter takes everything good about Metal Gear Solid and Syphon Filter—even shades of Resident Evil—and puts it all into one game starring a bounty hunter named Jack Wade, sort of the T-shirt-and-jeans version of Snake or Gabe. Unfortunately, **the technical faults of this shoddy port put a big fat smudge on an otherwise great game**.

You'll immediately see the MGS influence from the start in several ways. First of all, well-produced cinematic sequences comprise about 20 minutes of the game's first half-hour and appear frequently throughout the game. In addition to in-game cutscenes that aren't afraid to steal quotes from classic films like *Goldfinger* and *Predator*, live-action newscasts also advance the story, adding a sort of brilliant subtle humor to the game in the vein of *RoboCop* or the original *Batman*. Also like MGS, VR missions train you, and you need to master them to earn your "hunting" license. Not enough MGS inspiration for you? Then just check out the radar system to which you owe your stealth abilities. Get spotted by an enemy, though (which you'll do most of the time), and gunfights very reminiscent of Syphon Filter break out. And Resident Evil? Just wait 'til you near the end! **You even get a touch of the racing genre** when Jack hops aboard his motorcycle.

It's too bad the technical improficiencies so damage Headhunter. A horrible camera often refuses to let you look where you want to. Horrendously long load screens of 15 to 45 seconds break momentum of potential breakneck excitement. **Inconsistent graphics look great in some places while downright plain in others.** And the worst? When you sneak up behind an enemy (whose A.I. is decent at best) to snap his neck but fail due to the poor controls. To better exemplify the technical problems, consider this: Without them, Headhunter's a possible 5.

Final Score ●●●
Chris Baker

M
Players: 1
Memory Card: 380 KB

BLOOD OMEN 2

What is with that shoulder pad?

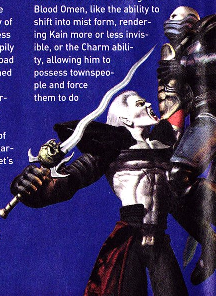
Publisher Eidos
Developer Crystal Dynamics
Web Site www.eidos.com

The time has come for me to own up to a terrible secret: I used to be a goth. I know, I know, it's always the ones you least expect. In my defense, I'll point out that the phase lasted a mercifully short time, but it happened, and I'm not proud of it.

You may wonder why I'm going off on this tangent, but it isn't entirely irrelevant. See, this brief dabbling in the dark side has left me with the slightest bit of nostalgia, which is what allowed me to enjoy the original Blood Omen: Legacy of Kain more than many with less sordid pasts—I even sat happily through those excruciating load times. So when Eidos launched into development of a "true" sequel, I greeted it with a certain anticipation. The excitement, however, was nearly quenched by early versions of the game, which featured near-unplayable framerate. And let's face it, the fundamental gameplay of Soul Reaver 2 left a *lot* to be desired. So when it came time to sit down with the reviewable version of *this* game, I didn't exactly have high hopes.

But Blood Omen 2 surprised me. In spite of some fairly significant flaws, the game is a reasonably entertaining experience. The biggest standout for me is the level design. **The design of the city that houses most of the game is quite remarkable**; the city feels real somehow, with its seedy dock districts, its soaring cathedral, and its population of townspeople who carry on conversations with each other and react wonderfully to the presence of a vampire in their midst.

Also worth noting are the different powers that Kain earns. My favorite is a supernatural jumping ability that he gains fairly early on. Bring up the icon, select your target, and Kain can jump with vampiric ease across an entire city block while the camera cuts to a cinematic angle to show off just how *cool* this character is. Other abilities were carried over from the original Blood Omen, like the ability to shift into mist form, rendering Kain more or less invisible, or the Charm ability, allowing him to possess townspeople and force them to do



his bidding (well, sometimes).

I also enjoyed the combat system. The simple mechanics definitely get a bit repetitive over time, but all the different weapons and attack abilities (most especially the deliciously naughty stealth kills) make for **a nice diversion from the puzzle-solving and exploring**.

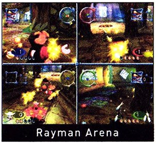
And this all takes place over a satisfying length of time. We're not talking 40 hours of gameplay here, but the game will take you probably 20 to 30 hours to complete, which in my book is just about perfect: It's long enough to be a significant undertaking but short enough that it doesn't drag out too much.

But these goodies come with a pretty hefty price: The framerate isn't really up to snuff, for example. It'll soar in some spots and crawl in others, making for a fairly jerky experience. And the game abounds with other glitches, graphical and otherwise. Combat in particular can get frustrating when your attacks pass harmlessly through your opponent as if he or she weren't there. **The game feels rushed in so many ways**, and it really detracts from the overall experience. The result is that Blood Omen 2 ends up as merely good rather than great. But I have high hopes for a sequel.

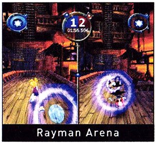
Final Score ●●●◖

Joe Rybicki

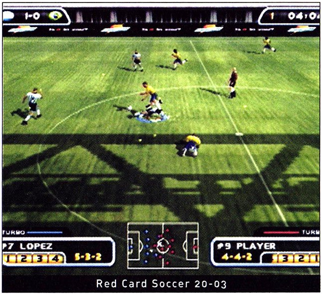
MATURE M ESRB **Players: 1**
Memory Card: 76 KB



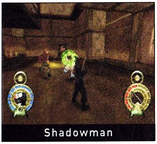
Rayman Arena



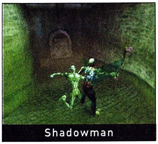
Rayman Arena



Red Card Soccer 20-03



Shadowman



Shadowman

Rayman Arena

Publisher Ubi Soft
Developer Ubi Soft
Web Site raymanarena.com

My co-workers' ears were burning. Not because I was gossiping about them, mind you. Rather, it was for all the salty swears I was mumbling. Actually, make that *shouting*.

See, that bloated bastard Globox and those tricky Teensies kept beaning me from behind then leaping ahead of me in a heated race. Later on, the not-so-angelic Tily stole my Lums during a nasty battle. And don't get me started on that dirty old pirate Razorbeard!

Funny thing is, this game was originally titled Rayman M, as in "Multiplayer," but Ubi Soft feared that too many people would mistake the M for "Mature." And while this is far from an M-rated game—**wholesome family fare** is more like it—you'd think otherwise judging from my very-adult reactions.

Which is a testament to the robustness of this game. Although Arena is essentially a multiplayer title, with tons of races and melee levels (30 in all, more if you count the variations), my outbursts all occurred while playing alone, trying to unlock later levels. **The fact that I got so involved in the solo portion of a multiplayer game meant they were doing something right.** Sure, it gets repetitive after a few hours, but in moderate doses Rayman Arena has enough single-player action to satisfy for quite a while.

As a multiplayer game, though, Arena is a mixed bag. Quick tip: Don't even try squaring off against three pals on a moderately sized TV; during some races, the camera pans out so far that you can barely see yourself in your quarter of the screen. Still, those races are the best part of Arena—that is, once everyone learns their way around the tracks (I found I had an unfair advantage since I knew all the shortcuts). Even then, the races can degenerate into vicious volleys of attacks, which is more frustrating than fun. The melee levels—where you compete for kills or Lums, or in a modified version of capture the flag—aren't as fun as the races, although I suspect kiddies might get a kick out them. **Most of us here, though, got real bored, real quick.** It might have helped if the characters had different traits and abilities, but they all behave exactly alike. Which is too bad, since Rayman and his cohorts really are a quirky, diverse lot.

Final Score ●●●◖

Gary Steinman

EVERYONE E ESRB **Players: 1-4**
Memory Card: 222 KB

Red Card Soccer 20-03

Publisher Midway
Developer Midway
Web Site www.midway.com

Football, hockey and rugby. These are contact sports.

Soccer, juggling, baseball, life and basketball. These are incidental contact sports.

Herein lies Midway's faux pas with Red Card Soccer. **Incidental contact is not an excuse to make a game featuring pelvic dislocation-causing abuse.** But they couldn't leave well enough alone.

In American football, the point for half the players on the field is to hit someone so hard he never walks again. Ice hockey is about delivering and surviving punishment to have the narrowest opportunity to stop or score a goal.

Soccer, while featuring plenty of shoving, slide-tackling and elbowing, does not *need* contact.

So while Blitz and Hitz both fit perfectly into the vision of Midway's crazy, over-the-top, pain-first, scoring-second identity, Red Card doesn't.

It's hard enough to dribble up the pitch without losing the ball in regular old footy. Yet in Red Card, there's no penalty for a guy trying to rearrange your lymph nodes with a throat-level karate kick. But while you cry foul, the refs are too busy reading the latest copy of *Young Miss*.

To counter the mosh-pit defensive tactics, there are **a handful of fancy-shmancy moves and shots** for the offense, which are the best reason to play Red Card.

If you hold a combination of buttons when shooting, the camera flickers into slow motion and your striker sets himself up for a bicycle kick, a cartwheel or some other off-the-meat-rack move previously reserved for street basketball. But while these moves and kicks butter the game's bread, **it feels like they work too well**.

Still, Midway fans will enjoy the secret teams and stadiums that range from goofy to bizarre. Plus, the game is well-lit and looks great. But it feels, when it's all said and done, that its basic fault, the physical play, is what it prides itself on. That spells trouble.

My advice if you're a soccer fan: Rent this. But if you're a soccer die-hard who's thrown a brick at your opponent, stick with FIFA. Or you'll be one angry hooligan.

Final Score ●●●

Todd Zuniga

EVERYONE E ESRB **Players: 1-4**
Memory Card: 99 KB

Shadow Man: 2econd Coming

Publisher Acclaim
Developer Acclaim Teesside
Web Site www.acclaim.com

I had a dream that I was playing a great action/adventure game with dark, adult themes, great graphics, an innovative story, topnotch level design and a good assortment of challenging puzzles. Then I woke up, and discovered that I'd inadvertently fallen asleep while playing Shadow Man 2.

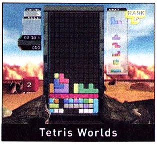
That's not hard to do, really. While the game does a few interesting things, **there's not really a whole lot to distinguish it from the run-of-the-mill 3D action/adventure game** that we've seen done to death. In fact, only the Voodoo theme and adult writing (translation: The characters swear a lot) make it remarkable in any way. And even then, remove the swearing and it's more like the 2econd coming of Akuji the Heartless. And who wants that?

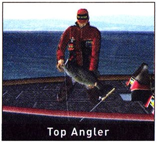
The graphics here are subpar for PS2, the animation is choppy, the level design is awful, and **the controls and interface are almost impressively awkward**. The only good things I could find are that a.) the story does get interesting after awhile, bringing together Voodoo and Christianity in a somewhat disturbing way; b.) the game is pretty hefty and will probably take the average player a good 30 hours to complete; and c.) ...damn, I forgot what "c" was. Guess it wasn't that good a point after all. It's a bargain-bin buy, at best.

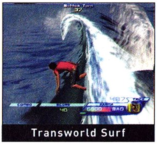
Final Score ●●

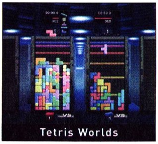
Joe Rybicki

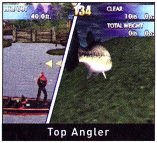
MATURE M ESRB **Players: 1**
Memory Card: 985 KB


Tetris Worlds


Top Angler


Transworld Surf


Tetris Worlds


Top Angler

Transworld Surf

Tetris Worlds

Publisher THQ
Developer Blue Planet Software
Web Site www.thq.com

The Tetris formula—organizing falling blocks—is likely the most perfect game concept ever. It's something so natural and so fun that it seems near impossible to screw up. And yet with Tetris Worlds, THQ has somehow managed to do exactly that.

I can understand where the developers were coming from. Take the Tetris formula and spice things up with different game modes such as Hot-Line Tetris, where you're asked to clear lines of blocks on designated height levels, or Sticky Tetris, where blocks of the same color will stick together. These can be somewhat enjoyable for a while, but once completed, there's no reason to play them ever again.

And that right there, my friends, is not Tetris. The Tetris we all know and love has always been about the excitement of increasing difficulty as the matches proceed. **The Tetris we all know and love never got boring. This does.**

Even the traditional game of Tetris is botched here. The graphics are stale, the controls are slow, plus there's a stupid story. Oh, and get this—you can infinitely rotate blocks until you see fit, making the entire thing nearly void of challenge. **Even the multiplayer modes are a drag** (and hard to figure out).

Fact is, The Next Tetris (see this month's Top PS one Puzzle Games feature) is light-years better than this. And a good deal cheaper too.

Final Score ●●

Sam Kennedy

Players: 4
Memory Card: 41 KB

Top Angler

Publisher Xicat Interactive
Developer Sims
Web Site www.xicat.com

Finally, the folks at Sony can breathe a sigh of relief. The PS2s will start flying off the shelves now that Top Angler has released!

I'm sorry. I know better than to shoot fish in a barrel. But I'm laughing my bass off picturing a man in a mesh hat with a Dual Shock in his hand. I mean, really, are there tons of people waiting with "baited" breath to buy the next fishing game?

Oh, wait, you are one of those savvy virtua-fishers. Well, then it'll be a big help to know that Top Angler is quite a catch. **It looks and feels like real fishing.** Catching fish is a real challenge, and when you snag a huge fish, you feel like the king of the fish-murdering world. Plus, there are so many lures to choose from, you could probably take a shot at the Loch Ness Monster if you're hardcore.

As for the fish, they look good enough to eat, and that's just what you plan to do, right? Killing for sport is a cruel enterprise. The weird thing: Even though they look ultra-scaly and delicious, they turn like they've got an invisible pole jabbed through their middle. Only when they start to swim after your tasty tackle-box lure do they really look like the real fish that you'll soon gut, fry and serve!

It's not a stretch to say this is the best of its genre. But only serious anglers need apply. And how many of those are there?

Final Score ●●●◖

Todd Zuniga

Players: 1
Memory Card: 72 KB

Transworld Surf

Publisher Infogrames
Developer Angel Studios
Web Site www.infogrames.com

For PS2 owners who are surfing-game fans, guess what? This is the best surfing game out there. Buy it. For PS2 owners who aren't surfing-game fans, you can just continue not liking surfing games and go on about your business. There's little here that will convince you to abandon the open arenas of, say, Tony Hawk for a game that's strictly confined to waves.

But I will say this—Transworld Surf does just about the best job imaginable to compensate. **The tricks and combos are a lot easier to pull off here than in most surfing titles**, and there's just a lot of fun to be had. Plus, this has the best graphics of any surfing game—it's one of those titles where anyone can become mesmerized by the cool wave effects. The camera, which always seems to be a problem in surfing titles, is also quite good here. Surfing through the barrels is a complete breeze—and quite exhilarating! I also really like the way you select which waves you want to ride. And I thought the interaction with other surfers and objects was cool.

If only the music were better—most of the punk stuff is too harsh for me. More laid-back surf tunes would've been nice. Also, **the controls are a tad sluggish, and the framerate can bog down at times.**

But regardless, this is a quality product. Definitely rent it if you're at all intrigued by the sport.

Final Score ●●●◖

Sam Kennedy

Players: 1-4
Memory Card: 516 KB

WIPEOUT FUSION

It really has been worth the long wait

Publisher Bam! Entertainment
Developer Sony Studio Liverpool
Web Site www.bam4fun.com

June 2000. That's the issue where *OPM* first previewed Wipeout Fusion. Ironic, isn't it, that only now—a full two years later—are we finally playing the game. Well, it's been a long, hard wait, that's for sure. After countless delays, not to mention reports of team members leaving the project, we weren't sure what the heck to expect from the final result. But playing the game now for the past few weeks, I can safely say that it was worth the wait; **this is every bit the Wipeout you've been waiting for.**

> **"It's not until you delve deeper that it starts to get good. And by good, I mean *really* good."**

But it might not seem so at first. You see, at first glance Wipeout Fusion might not appear to be much more than a prettier-looking version of Wipeout. Actually, it might not even seem like it's even that much prettier—the graphics are definitely cleaner and higher-res, but there are still some jagged edges and a lack of polish to be found (the previously released Extreme G III certainly looked better). So yeah, at the onset, this might not impress as much you'd expect. But it's not until you delve a bit deeper that it starts to get good.

And by good, I mean *really* good. The tracks' designs start to get better, the speeds start getting kicked up, the weapons start to get crazier—the entire experience just gets taken up a bunch of notches. You start unlocking new things left and right and find yourself hopelessly addicted—just like with GT3. It's wonderful.

The size and scope of the game will definitely surprise you. There are so many upgrades and levels that you can unlock, not to mention the customizations that you can do to your racer. There's even a challenge mode that asks you to prove your skills with a variety of different tasks. Studio Liverpool really packed in a lot of depth, something generally absent from the futuristic racing genre up 'til now.

They also widened the tracks for this installment, making things feel a lot less claustrophobic than before. **Hitting walls doesn't happen as often** and doesn't disrupt the flow of your race as much (though at times ships do have an uncanny tendency to stick to walls for some reason).

It seems as though weapons have played a greater role in each numerical increase of the Wipeout series, but in Wipeout Fusion it's especially true. Weapons are everywhere—and it can be a bit overwhelming at first. With time, though, the weapons become second-nature and are a blast to use. The amount of firepower being spewed about does seem to change the dynamic of Wipeout, though; the actual racing is downplayed next to the combat elements. I think it's for the best, but there's always the option to turn the weapons off.

Music has always played a large role in the Wipeout games, and things are no different here. Once again, Sony (with the help of DJ Sasha) has asked some top talent such as Future Sound of London, BT and Utah Saints to provide tracks to the game, and I must say, I love the mix.

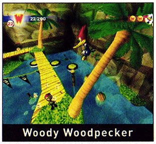
I think my only real qualm with the game is that **its style isn't quite as unique as the Designer's Republic stuff of the earlier games**. The new menus and ships just don't seem as cool. There's also a bit of slowdown and some long load times.

But Wipeout Fusion rocks regardless. If you're a fan of the series, don't even hesitate to pick this one up.

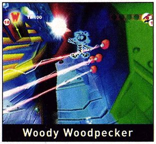
Final Score ●●●●◖

Sam Kennedy

Players: 1-2
Memory Card: 190 KB



Woody Woodpecker



Woody Woodpecker

Woody Woodpecker: Escape From Buzz Buzzard Park

Publisher DreamCatcher
Developer Eko
Web Site dreamcatchergames.com

Blame the French.

Only a developer who hails from the land of berets and baguettes could do such a vile thing to our beloved Woody. See, our happy-go-lucky woodpecker's trademark laugh has been tinged with an existential fatigue, a metaphysical ennui that can only be explained by the French connection. Perhaps the programmers had been reading too much Sartre between coding sessions?

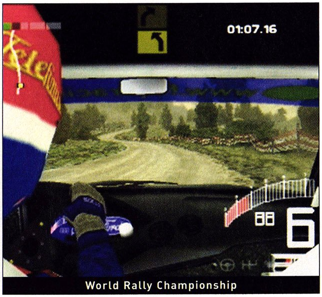
But I'm willing to forgive them, since this is **a surprisingly solid platformer** that fans of the genre will definitely enjoy. Sure, there are better examples of these games on the PS2 (Klonoa 2 or Jak and Daxter, for starters), but if you're looking for straightforward hop-around-and-collect-stuff action, this hits the spot nicely.

Still, **there's not much innovation here**—at least not beyond the gorgeous cel-shaded graphics. Everything else has been done before in countless other games. What's more, the glut of cheap deaths, slippery platforms and leaps of faith are far too frustrating. (Knowing the French, these flaws might be a cruel metaphor for life itself....) Even so, I enjoyed pecking my way through Buzzard Park. It's a bit too short, but that just makes it a great rental if you're jonesing for a quick platforming fix.

Final Score ●●●

Gary Steinman

Players: 1
Memory Card: 164 KB



World Rally Championship

WRC: World Rally Championship

Publisher Bam! Entertainment
Developer Evolution Studios
Web Site www.bam4fun.com

If you have even a passing interest in the exciting sport of rallying, this could well be the game to pull you away from late-night sessions in front of Speed Vision. Like the TV coverage of the sport, though, it's not for everyone. **What I'm talking about here is a real passion for the *real thing***...not that namby-pamby Sega Rally stuff. WRC is HARD. CORE. A gruelling 81 stages of the World Rally Championship await you, all modeled using satellite topography and some of the finest graphics you'll have seen on the PS2 yet.

If you're the slightest bit put off by the idea of only racing against the clock, then this game isn't for you. If you're still interested, though, you should probably just forget the rest of this review and go buy WRC now. I am completely besotted with it. It has occupied every available moment for me this month, and I've only just recently managed to finish an entire season.

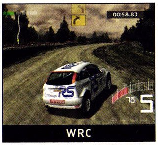
Aside from all the attention to detail, which is staggering enough in itself, what really sets WRC apart from most racing games is the feel you get from the controls. If you were a fan of the Colin McRae Rally games, you'll be pleased to know that this feels very similar. The sensation of wrestling with what is essentially a vastly overpowered family car is astounding. As you're hurtling along the narrow and twisting gravel tracks in Spain, you'll be tense with the feeling of barely being in control of the vehicle as it slides around corners, bounces over potholes, and screams along the straights kicking up dust behind you.

For a fan of rallying, this game is exactly what you want it to be. It's exciting, it's tense, and as you try to concentrate on five things at once, you'll realize that you're holding your breath, struggling to keep the racing line in some crazy situations. The track snakes ahead of you, your co-driver barks out instructions, you're watching the clock, keeping an eye on the split-times, and desperately trying to ensure you beat the competition to push ahead in the points. **Wow**. Now I have to go play it again with a different car.

Final Score ●●●●●

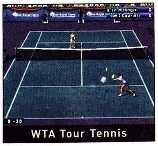
John Davison

Players: 1-2
Memory Card: 1440 KB

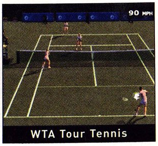


WRC

WRC



WTA Tour Tennis



WTA Tour Tennis

WTA Tour Tennis

Publisher Konami
Developer Konami
Web Site www.konami.com

WTA is such painfully amateur and slow tennis, it's easy to mistake the women on the court for shapely middle-aged mothers jawing about their B+ students, tax credits and how wonderful last night's bottle of '77 Merlot tasted.

The overlays, which are the game's only high point, should show where these slow-moving ladies get their hair and nails done instead of how many unforced errors have been committed.

What was Konami thinking?

I'm guessing they figured a roster of popular women's tennis players would be a selling point. But the character models are shabby and identical, the skirts never hike (did I say that?), **the ball is floated instead of smashed, and the yawn factor exceeds anything I've played on PS2**.

Most bad games are usually so bad they're funny. But WTA is so inept, it doesn't even grant that. The most chuckle-worthy thing in the game is the ball boy's running animation, and even that's sloppy.

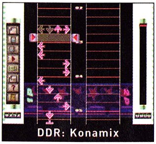
The game has Hingis, Capriati, Dokic and Serena Williams. But it also has moon-like ball physics and gets choppy when you're playing doubles. Why? It's surely not hurdling any graphical boundaries.

If you want a tennis game worth crowing about, look no further than Smash Court, or wait for Tennis 2K2. Both come from a universe where tennis and gravity coincide.

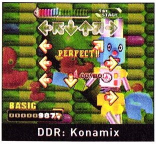
Final Score ●

Todd Zuniga

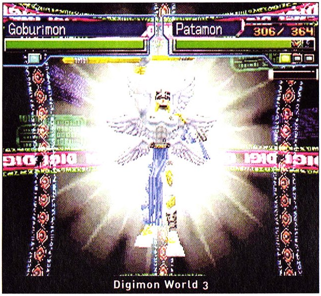
Players: 1-4
Memory Card: 137 KB



DDR: Konamix



DDR: Konamix



Digimon World 3

Dance Dance Revolution: Konamix

Publisher Konami
Developer Konami
Web Site www.konami.com

I am so friggin' tired right now! Of course, 75 minutes as a nonstop dancin' machine playing Dance Dance Revolution will do that to a man. If you haven't already purchased your own dance pad for a past title in Konami's premier rhythm series, now's the time to join the trend. Konamix is easily the best DDR yet released.

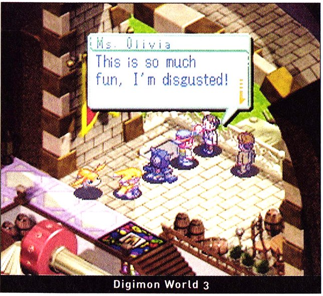
Most obviously, the fact that it features 52 songs (32 off the bat, 20 unlocked as you play) means **plenty of variety to shake shake shake your booty to**. Further, Konami has added new modes while enhancing older ones. Most notable is Edit mode (the lower screen pictured above), which sort of acts like an MTV Music Generator, allowing you to change the tempo of a song and create your own series of steps—even halfsteps, if you're one of those nuts who actually likes them. Also a very welcome addition, Solo mode throws in arrows to the upper left and upper right, making for a six-step game instead of only four. Meanwhile, Nonstop mode is exactly what it sounds like. But the true highlight, as I see it? **Now you can enter dates into Workout mode, and it'll track your progress over time** (while still estimating calories burned for each song).

It's still hard not to feel a little silly playing DDR. But it's equally tough not to enjoy every minute.

Final Score ●●●●

Chris Baker

Players: 1-2
Memory Card: 1 block



Ms. Olivia
This is so much fun, I'm disgusted!

Digimon World 3

Digimon World 3

Publisher Bandai
Developer Bandai
Web Site www.bandaigames.com

First, the good news: DW3 is the best Digimon World yet.

Now, the bad news: Despite the improvements, DW3 is profoundly mediocre, the kind of game that only hardcore Digi-fans will like.

Which, I guess, isn't such a bad thing. Knowing your audience and meeting its needs is commendable, and DW3 achieves at least that much. **With tons of Digimon to train and battle, Digi-fans have plenty to fiddle with.** Plus, there's a bit of depth here, too, thanks to the ability to tweak, Digivolve and even combine your Digimon.

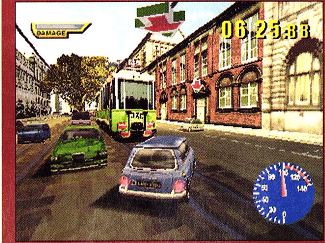
Still, during all the time I was playing it, I couldn't shake this dull, throbbing sensation—a little something that I like to call boredom. Take the hackneyed story: At best, it's a flimsy excuse to shuttle you off into an endless succession of battles. **Those turn-based fights are a dullard's delight**, too; you simply square off solo against a single foe, with every attack looking almost exactly alike. Sure, there's some variety in the Digi-swapping and Digivolving, but it's not enough to mitigate the monotony. Meanwhile, the graphics, though more precious than a kitten prancing on a fluffy cloud, don't even live up to the quality of crusty first-gen PS games, and the music is absolutely mute-tastic.

But as I said, Digimon fans will likely enjoy this. The rest of you are better off staying far, far away.

Final Score ●●◐

Gary Steinman

Players: 1
Memory Card: 4 blocks



THE ITALIAN JOB

The PS one game PS2 owners will love

Publisher Rockstar
Developer Pixelogic
Web Site www.rockstargames.com

If you're one of those arrogant PS2 owners (like myself) who's been laughing at the kid-candy games dousing the PS one's barely flickering flame, then brace for the 180° hand-brake-assisted spin that the Italian Job will have you take.

Based on the 1969 cult flick by the same name, The Italian Job is a $10 driving romp that'll make you regret forking over $20 for Driver 2.

Basically, you'll play the game as Michael Caine's smart-ass shyster from the flick (the celebrity-voice impersonator is humorously convincing), embarking on 16 different missions that are so varied and fun that getting used to the PS one graphics quickly becomes a non-factor. **Sure the game looks eye-scarring compared to the PS2 games of today, but compared to other PS one games, it's top-of-the-heap.**

The point of the game is to rip off a boatload of gold after causing a traffic jam in Italy. The wonderfully shocking thing here is that the game follows the movie in almost every detail, including the film's closing scene. Even Benny Hill's appetite for hefty gals is part of the game. In fact, wherever the movie worked to get a laugh, so does the game. It's not gut-busting, but it's amusing—even though it is English humor.

The greatest part of the game is also the greatest part of the movie. It's the actual getaway scene where you're cruising around in Minis at high speeds, avoiding traffic jams, the fuzz and a gazillion roadblocks that could burst your thieving bubble along the way. You'll drive up stairways, cruise from rooftop to rooftop, go into underground tunnels and squeal through

BREATHTAKING CARS, SMALL PACKAGES

If you haven't heard of The Mini Cooper, you will. It's going to storm onto the car scene the way the VW Beetle did a few years back. Made famous in *The Italian Job* film, they're now being remade by BMW. If you're interested, put in your order now. There will only be a limited supply. Check 'em out at www.miniusa.com.

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163 E

backed-up traffic. It's exciting, fresh and the whole thing is timed. So even though you may beat the lawdogs, there's no guarantee you'll beat the clock.

Story mode aside, you'll unlock **some of the best minigames ever**, which further proves that big things do come in fairly priced packages.

In the Destructor minigame, you'll have to terrorize orange cones lined along the street. Each cone gives you a touch more time, and if you bash enough of them, you'll have time to finish a time race. Then there's the Checkpoint challenge where you'll cruise through the different cities from the film, hitting checkpoints along the way. If you hit all the checkpoints, you win. There's also a Party Play mode where you can have up to seven players compete in a lineup of challenges. There's no split screen, but the hand-off-the-controller system works fine.

It feels strange to speak this fondly of a PS one game, but know that there are flaws, however sparse. **There's no lookback camera, and the police disappear once you've lost them instead of trailing far behind.** But these are easy to overlook for a game that Driver and Driver 2 wish they could be.

It's a shame State of Emergency sullied Rockstar's reputation, albeit slightly, by being the first release post-GTA3. The Italian Job would've been the perfect follow-up caper.

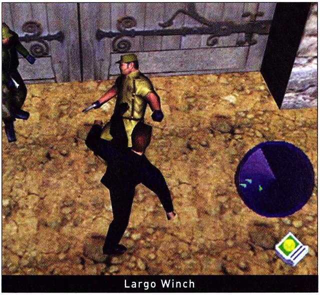
If you're looking for a great driver with cinematic wit, or not, give TIJ a whirl—even if you're a graphics snob. It's the first must-own PS one game for PS2-only chaps. And that's a real coup.

Final Score ●●●●●

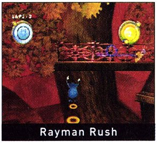
Todd Zuniga

TEEN

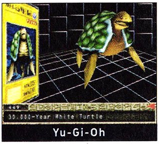
Players: 1-7
Memory Card: 1 block



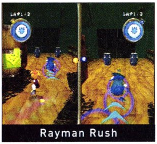
Largo Winch



Rayman Rush



Yu-Gi-Oh



Rayman Rush

FIELD
Happy Lover

Yu-Gi-Oh

Largo Winch .// Commando Sar

Publisher Ubi Soft
Developer Rebellion
Web Site www.ubisoft.com

No, I don't know what all the unnecessary punctuation is for either. I do know this game is something you should avoid, though. **Dumb name, dumb game.**

Apparently it's "adapted from the comic books by Jean Van Hamme and Philippe Francq." Wait...what? You've never heard of the comic book? Oh, yeah, right—neither have we. Nor anyone we know. Nor anyone they know, either. Someone at Ubi Soft must have heard of it, though, because they chose to a.) approve this rubbish and b.) use the line "This action hero is money" on the back of the box. Whatever that means. I think they should adjust this to "This action hero shuffles around like Ozzy Osbourne" or "This action hero is impossible to control."

The basic gist is that **Largo is a suave *Remington Steele*-style rich secret-agent dude who battles bad guys and solves incredibly badly designed puzzles.** "Turn on the power." Hmm...now where could the switch be? Oh wait! It's over there...hidden behind that box that's sitting near the corner for no apparent reason other than to obscure the switch from view!

It's all really, really horrible. I know they're trying, and I know there's not much to choose from when it comes to new PS one stuff, but just about anything is better than this.

Final Score ◖

John Davison

TEEN

Players: 1
Memory Card: 1 block

Rayman Rush

Publisher Ubi Soft
Developer Ubi Soft
Web Site www.ubisoft.com

Take just a quick glance at this game's screenshots and you can probably figure out that this is the baby brother to the PS2's Rayman Arena. So in case you haven't yet read our review of that game (also in this issue), go ahead and do that now for an overview of what to expect here.

Done? OK, now here are the differences. First, the obvious: Graphically, this in no way measures up to the PS2 version. (Um...duh?) But even considering the hardware differences, **Arena is still a better-looking PS2 game than Rush is a PS one game.** Don't get me wrong—Rush ain't ugly; it's just rather unimpressive.

More important, the game is much easier—but that seems like a conscious and appropriate choice, given that it's aimed at younger players. Well, younger than the PS2 audience, at least.

The biggest change, though, is the number (and type) of levels. Rush only has 12, all race tracks. Which, in one sense, is a good thing, since the more I think about it, the less I like those melee levels in Arena. Rush also supports only two-player action, although I doubt the game's graphics engine could handle four-player splitscreen.

Still, like its big brother, this is good fun, and it's actually a solid honest-to-goodness all-new PS one title to boot. And really now—what more do you expect for just $10?

Final Score ●●●

Gary Steinman

EVERYONE

Players: 1-2
Memory Card: 1 block

Yu-Gi-Oh: Forbidden Memories

Publisher Konami
Developer Konami CEJ
Web Site www.konami.com

Believe it or not, I was looking forward to Yu-Gi-Oh. I know—it's based on an inane show that's just a big ad for a collectible-card game. Yet I'm a sucker for card-battlers—when these games are well-done, they can be tons of fun.

But in a development that surprised absolutely no one here at *OPM*, Yu-Gi-Oh completely blows.

And that's a shame, because the game gets one thing right: the interface. Too often in card-battle games you're hamstrung by clumsy menus and confusing mechanics. But here **it's a breeze to shuffle through your cards, organize your deck, and throw down with other card-carrying foes.**

But that's where the good stuff ends. Battles lack any strategy; they're just bash-fests where the strongest card wins. Think war, but with dragons and beasties instead of hearts and spades. The clunky story mode punishes you with an automatic Game Over anytime you lose a battle. The system for merging cards is random and underexplained. And, **worst of all, you have to "purchase" better cards using passwords from actual cards that you buy in stores.** Which in effect means you're getting half a game, and you'll need to either search the Web to cheat your way to victory or waste even more money on this crap. That's just wrong—and maybe even a little bit evil.

Final Score ●◖

Gary Steinman

EVERYONE

Players: 1-2
Memory Card: 1 block

Yu-Gi-Oh

IN THIS EDITION

Replay rolls on with tricks for the best-selling games on the PS one and PS2. You can't stop this runaway tricks train, so don't try.

This month, Replay scores a hole in one with great tips to keep you on the fairway in Hot Shots 3.

We get you into sticky situations in Grand Theft Auto III by pointing out every Rampage icon and unique jump.

So you bought The Italian Job? And you thought we'd give it no love because it's PS one? Think again. Since it's new, hot and PS one, we feature the first of lots of TIJ coverage with tips for driving success without driving yourself mad.

Plus, this month's Special Feature begs you to dust off all of those Star Wars games you haven't played since Episode I released.

Plus, VF4, NHL and NBA roster updates and much more. It's a wild Replay ride. All aboard.

SECRETS **REVEALED**

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All-Star Baseball 2003 104

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Knockout Kings 105, 115

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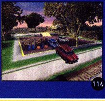
WWF SmackDown! 2 119



SPECIAL **FEATURE:** STAR WARS UNIVERSE

Even if you hated Episode I because of Jar-Jar, you're chomping at the bit for the second. Hence, Star Wars tricks galore.

JEDI STARFIGHTER

If you're wanting tips and tricks for the latest Star Wars big-hitter, look no further than what we deliver in Replay.

EPISODE I—SUPER BOMBAD RACING

Dig out this kiddy Star Wars racer, because we've got codes spilling out of our racers.

PS2 Tricks and Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score. A number ① indicates it's rank in the top 10 selling games for each system.

Game	Publisher	Score	Issue
18 Wheeler American Pro Trucker	Acclaim	●●●	52
4x4 EVO	GOD Games	●●●●	44
Ace Combat 04: Shattered Skies	Namco	●●●●◖	51
The Adventures of Cookie & Cream	Agetec	●●●◖	44
Airblade	Namco	●●●●	53
All-Star Baseball 2002	Acclaim	●●●◖	44
⑦ **All-Star Baseball 2003**	**Acclaim**	●●●◖	**56**

Baseball's always seemed like a pretty fair sport, but that doesn't mean you can't collude with *OPM* to win at the video-game version. These tips will come in handy when you're in need of a big hit at a key moment. Play ball!

Derek Cheater

Once you've bought cheats, you'll want to use them. To do it, press L1 at the controller selection screen.

Perfect crime

Looking for a quick way to score mucho points? We've got just the medicine for such a thing. Throwing a perfect game scores you 100 points, but that's a lot of effort. Instead, just switch controllers every time the CPU is at bat. Then strike out on purpose. You'll get points for striking out 27 guys and 100 points for a perfect game. You've got to be pretty disrespectful to the national past time to use this trick, but it works wonders.

You the man! The cameraman

After you bop a home run you can hit different buttons on the controller for different camera angles. Pretty sweet.

Guessing right

Right after the pitcher releases the ball, press Start. See the ball frozen on the screen? It gives a pretty good indication of where it's going. Resume the game and hurry your cursor over to the intended spot and let your best power-swing rip. A cheap trick, indeed, but it'll help your average.

Pitching on no day's rest

Want Pedro to start back-to-back for you? Impossible unless you have this trick. In season, franchise or expansion modes, put a pitcher on the 15-day DL. Then take him right off and he can pitch. The 15-day DL seems to have powers real pitchers only dream of.

Game	Publisher	Score	Issue
Aqua Aqua	3DO	●●	42
Arctic Thunder	Midway	●	50
Armored Core 2	Agetec	●●●	39
Armored Core 2: Another Age	Agetec	●●●◖	48
Army Men Air Attack	3DO	●●●◖	44
Army Men: Green Rogue	3DO	●●	45
Army Men RTS	3DO	●●●●	56
Army Men: Sarge's Heroes 2	3DO	●●◖	45
ATV Offroad Fury	Sony CEA	●●●●	42
Baldur's Gate: Dark Alliance	Interplay	●●●●◖	52
Bass Strike Virtual Fishing Tournament	THQ	●◖	51
Batman: Vengeance	Ubi Soft	●●●	51
Bloody Roar 3	Activision	●●●◖	47
The Bouncer	Square EA	●●●	42
Burnout	Acclaim	●●●●◖	52
Capcom vs. SNK 2	Capcom	●●●●◖	51
CART Fury	Midway	●	47
Casper: Spirit Dimensions	TDK Mediactive	●●◖	50
City Crisis	Take 2	●●●	48
Cool Boarders 2001	Sony CEA	●●●●	46
Crash Bandicoot: The Wrath of Cortex	Universal	●●●◖	51
Crazy Taxi	Acclaim	●●●●	46
Dark Angel: Vampire Apocalypse	Metro3D	●◖	49
Dark Cloud	Sony CEA	●●●●◖	46
Dark Summit	THQ	●●●◖	52
Dave Mirra Freestyle BMX 2	Acclaim	●●●◖	50
Dead or Alive 2: Hardcore	Tecmo	●●●●◖	39

Game	Publisher	Score	Issue
Deus Ex: The Conspiracy	Eidos	●●●●◖	56
Devil May Cry	Capcom	●●●●●	50
Donald Duck: Goin' Quackers	Ubi Soft	●●●◖	42
Dragon Rage	3DO	●◖	54
Drakan: The Ancients' Gates	Sony CEA	●●●●	53
Driven	Bam!	●	52
Driving Emotion Type-S	Square EA	●●◖	41
Dynasty Warriors 2	Koei	●●●●	38
Dynasty Warriors 3	Koei	●●●●	52
Ecco the Dolphin: Defender of the Future	Acclaim	●●◖	56
Ephemeral Fantasia	Konami	●◖	49
Escape From Monkey Island	LucasArts	●●●●●	46
ESPN International Track & Field	Konami	●●●	39
ESPN International Winter Sports 2002	Konami	●●●●	54
ESPN MLS ExtraTime	Konami	●●	44
ESPN National Hockey Night	Konami	●◖	45
ESPN NBA 2Night	Konami	●●	42
ESPN NBA 2Night 2002	Konami	●●●	56
ESPN Winter X Games Snowboarding	Konami	●●●	41
ESPN Winter X Games Snowboarding 2002	Konami	●●●	53
ESPN X Games Skateboarding	Konami	●●●●	49
Eternal Ring	Agetec	●●	38
Eve of Extinction	Eidos	●●◖	56
Evergrace	Agetec	●●	39
Evil Twin	Ubi Soft	●●	52
Extermination	Sony CEA	●●◖	48
Extreme G III	Acclaim	●●●●	50
F1 2001	EA Sports	●●●●●	52
F1 Championship	Ubi Soft	●●●●	43
F1 Championship Season 2000	EA Sports	●●◖	41
Fantavision	Sony CEA	●●●●	40
Fatal Frame	Tecmo	●●●●	55
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
FIFA 2002	EA Sports	●●●●◖	51
⑥ **Final Fantasy X**	**Square EA**	●●●●●	**53**

Warning: Spoilers Ahead!

We've heard that a lot of people are having a tough time with the final boss of FFX. Just in case you got stuck, too, here's a strategy on how to win.

Curse of Yevon

HP: 99999

Final Fantasy X's final foe is an odd one. You can't actually die during this battle, as all of your characters have Auto-life cast on them indefinitely. Attacking the Curse is pointless. It will promptly heal itself for 9999. In order to defeat it; cast Reflect on your fighters. They will still be hurt by its Gravity attack, but the boss will also take damage. It won't cure itself of this damage, and over time, it will wear its own HP down. Keep your HP up with Megapotions or Al Behd Potions. When it gets beneath 9999 HP, bust out a Holy or an attack from Auron. Success is yours! Congratulations!

(Note : If your party members can do over 9999 points of damage, simply beat the hell out of the thing.)

Game	Publisher	Score	Issue
Forever Kingdom	Agetec	●◖	53
Formula One 2001	Sony CEA	●●◖	50
Frequency	Sony CEA	●●●◖	52
Frogger: The Great Quest	Konami	●◖	53
Fur Fighters: Viggo's Revenge	Acclaim	●●●	46
Gadget Racers	Conspiracy	●●●◖	50
Gallop Racer	Tecmo	●●	48
Gauntlet: Dark Legacy	Midway	●●●◖	46
Giants: Citizen Kabuto	Interplay	●●●◖	51
Gitaroo-Man	Koei	●●●◖	53
Godai: Elemental Force	3DO	●◖	54
Gradius III and IV	Konami	●●◖	39

Game	Publisher	Score	Issue
⑩ **Gran Turismo 3: A-spec**	**SCEA**	●●●●●	**46**

You want the bonus cars. You want all four of them. But you're having trouble getting them? Be troubled no more. Just get two memory cards and enough cash to buy the cars at the resale price. Then get ready to roll.

First, save your progress at the end of the second-to-last race as long as you have enough points to skip the last race. Then, you guessed it, skip the last race. Press X when the black circle is under the desired car. If you do not get the car you desire, reload card one and try again. Once the desired car is chosen, save it to your second memory card. Reload card one, skip the last race, and choose the desired car. Go to trade it in without saving in the main menu. Load the second card in the trade menu. Buy the previously chosen car, then overwrite and save to the second memory card. Reload the first memory card, skip the last race, choose the next car, then go to trade again. Load card two in trade. Next, buy all previously chosen cars, overwrite, and save to card two again.

Sounds taxing, but it's easier than you think. Repeat until you get exactly what you want. It's the only fair way.

Game	Publisher	Score	Issue
① **Grand Theft Auto III**	**Rockstar**	●●●●●	**52**

Saving lives

If you've been a menace to society the entire time you've played, then you can still get back some of that video-game karma if you shape up. First, find an ambulance and press R3.

Save 35 pedestrians and a health icon will appear outside each of your hideouts.

Save 70 pedestrians and an adrenaline pill will appear outside each of your hideouts.

Complete the Ambulance level 12, and Infinite Run will be granted. This might come in handy to know, as well: You don't have to save the pedestrians consecutively. Do it at your leisure.

Backdraft

If you're any good at putting out fires, then you can make the Flamethrower show up at your hideout. Find a truck, hit R3, and then find the fires and put them out by pressing Circle. Put out 20 on each section of Liberty City and the Flamethrower will appear outside of each of your hideouts.

You're the taxi man, yeah the taxi man

You've heard rumors of the Borgnine Taxi appearing in Harwood. Here's the deal: You need to complete 100 taxi missions in the game. Once those are done, the Borgnine appears.

Policing the area

Want to score a few Police Bribe icons around your hood? Done and done. All you need to do is hop in any law-enforcement car, hit R3, and kill the stool pigeons. Every time you kill 20 folks, you get an icon at your hideout. Once you've killed 60 on each island, you're a bonafide hitman.

Decoder ring

The following codes will help you dominate the game.

All weapons

R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up.

Full Armor

R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up.

Full Health

R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up.

No wanted level

R2, R2, L1, R2, Up, Down, Up, Down, Up, Down.

Get the tank

Circle, Circle, Circle, Circle, Circle, Circle, R1, L2, L1, Triangle, Circle, Triangle.

Clear Weather

L1, L2, R1, R2, R2, R1, L2, Triangle.

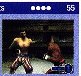
Time moves quickly

Circle, Circle, Circle, Square, Square, Square, Square, Square, L1, Triangle, Circle, Triangle.

Game	Publisher	Score	Issue
Grandia II	Ubi Soft	●●●◐	53
Guilty Gear X	Majesco/Sammy	●●●●	51
Gungriffon Blaze	Working Designs	●●●◐	39
Half-Life	Sierra	●●●●●	51
Harvest Moon: Save the Homeland	Natsume	●●●●	51
Herdy Gerdy	Eidos	●●●	56
Heroes of Might and Magic	3DO	●●◐	46
High Heat MLB 2002	3DO	●●●●	44
High Heat MLB 2003	3DO	●●●●◐	55

Game	Publisher	Score	Issue
Hot Shots Golf 3	Sony CEA	●●●●	55
Ico	Sony CEA	●●●●●	50
Jade Cocoon 2	Ubi Soft	●●●◐	53
Jak and Daxter: The Precursor Legacy	Sony CEA	●●●●●	52
James Bond: Agent Under Fire	EA Games	●●●●	52
Jeremy McGrath Supercross World	Acclaim	●	53
Jonny Moseley Mad Trix	3DO	●◐	54
Kengo: Master of Bushido	Crave	●●●	42
Kessen	EA Games	●●●	39
Kessen II	Koei	●●●	51
Kinetica	Sony CEA	●●●●◐	50
King's Field: The Ancient City	Agetec	●●	55
Klonoa 2: Lunatea's Veil	EA Games	●●●●◐	47
Knockout Kings 2001	EA Sports	●●●●	42
② **Knockout Kings 2002**	**EA Sports**	●●●●	**55**

They can't hit what they can't see



After you've beaten your way through the game, you'll be prompted to select a cheat of your choice. Choose teleportation. To make it work during a match, press your special and R1. If you're playing against a friend or in an exhibition, set up a one-round match. Then bop your opponent a few times, then teleport around until the clock dies. You'll win easily.

Body blastin'

When you're putting together your created boxer, choose Body Blaster as your special move. While in a match, throw a few quick jabs then back away. Wait for your opponent to move in and slug him with the Body Blaster to stun him. Then do it again. Keep it up and you'll down your competition in no time at all.

Plus, if you get yourself in trouble, it works well, too. You'll have to cheat first by using an elbow (backhand), then follow it up with a Body Blaster. This sets up a few more Body Blasters to put them away.

Creating a legend

Don't know what characteristics to choose for your new boxer? We do. Set your Heart, Power and Speed very high. You really need the Heart, though, as intangible as the characteristic seems.

Jab-matazz

If you want to win matches, button mashing isn't going to work. Our advice: Jab. A lot. The more you jab, the more you're going to set up your home-run punches. Trust us. We're mini-Alis over here.

Game	Publisher	Score	Issue
Le Mans 24 Hours	Infogrames	●●◐	48
The Legend of Alon D'ar	Ubi Soft	●◐	54
Legends of Wrestling	Acclaim	●●◐	53
Lego Racers 2	Lego Media	●●◐	51
Mad Maestro!	Eidos/Fresh	●●●	56
Madden NFL 2001	EA Sports	●●●●◐	38
Madden NFL 2002	EA Sports	●●●●◐	48
⑤ **Max Payne**	**Rockstar**	●●●●	**53**

Saving your backside

When you're using these cheats, remember to pause the game before entering them. Otherwise, they won't work too well. In fact, they won't work at all.

8 Pain Killer Pills

L1, L2, R2, R1, Triangle, Circle, X, Square.

All weapons and full ammunition

L1, L2, R1, R2, Triangle, Circle, X, Square.

Unlimited Bullet Time

L1, L2, R1, R2, Triangle, X, X, Triangle.

Infinite Ammo

L1, L2, R1, R2, Triangle, Square, X, Circle.

Invincibility

L1, L1, L2, L2, R1, R1, R2, R2.

Dead on Arrival and New York Minute

Beat the game and you will be privy to the Dead on Arrival and the New York Minute difficulty modes.

Level Select

Play until you pass the the subway level. Then press Select to return to the main menu and press: Up, Down, Left, Right, Up, Left, Down, Circle.

Slow-Mo Sounds

L1, L2, R1, R2, Triangle, Square, X, Circle.

Game	Publisher	Score	Issue
Maximo: Ghosts To Glory	Capcom	●●●◐	54
MDK2 Armageddon	Interplay	●●●◐	45

STAR WARS: RACER REVENGE

It's unlikely that there will be any pod racing or any pod racing revenge in Episode II, but what do we know, we don't like spoilers. But you could still use a little help scooting your junk heap around the course. It's good to know the following stuff, so you can get back on your bad motor-racer and ride.

MECHANICS ARE US

Don't want to slow down, but you need to repair your pod? Easy enough. Just press L2 and R2 during your run and you'll be set.

Racer Revenge

BRAVE NEW RIDE

Wondering how to score the new racer? Well, you'll have to finish first, tough guy. In fact, you'll have to finish first on the four tracks in Tournament mode.

OPENING THE GATES TO POD RACER HEAVEN *AND* HELL

You want to unlock the characters? You want Sebulba in your living room eating your Ruffles? Fine. Note: If you unlock these guys and they don't immediately appear on the selection screen, play a race in the tourney and they will.

Sebulba

Boonta Eve Classic Track: KO him or finish ahead of him.

Episode I Sebulba

Finish tourney with Sebulba.

Watto

Get the best score in Best Three Laps.

Episode I Anakin

Get the best score for Best Lap.

Darth Maul

Get the best score for KOs in all races.

Darth Vader

After you unlock Watto, Episode I Anakin and Maul, then complete the tournament mode with any one of them.

Racer Revenge

STAR WARS: STARFIGHTER

Everyone feels like flying around the planets in a starship, and this game makes that dream come true. Try these refresher tips.

CODE RED

When you play the game, enter these codes at the Code setup screen.

Two-player mode: ANDREW
Ship Gallery: SHIPS
Jar Jar Mode:JARJAR
No Heads Up Display: NOHUD
Digital Director: DIRECTOR
Invincibility: MINIME
Christmas Video: WOZ
Credits: CREDITS
Hidden Slide Show: JAMEZ
Unlock All Single-Player, Normal and Bonus Missions: OVERSEER
View Pre-Production Sketches: PLANETS
Unlock Sith Infiltrator and N-1 Fighter: BLUENSF
View Character Designs: HEROES

Laser Turret

Starfighter

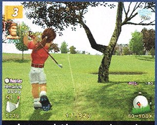
Starfighter

LAUGHS ON THE FIRST LEVEL

On the first level of the game at the beginning of the level, instead of following Essara, go the other way until you reach a forcefield wall with funny pictures on it.

HOT SHOTS 3: ON IN TWO

There are a million ways to lose on the links. We protect you from sand traps, bad club selection, rivers and most importantly yourself


Around the woodwork

In the rough

1
PAR4
429y
4m
4th Stroke
Remaining
176y
PW
110y
60~100%

Getting off the beach

Putting for glory

Inclement weather

Powering up

Judging the break

Leaving the sand nest

If you've fallen into the great sand pits of Scotland, you know there's more to do than just smack the ball out. Particularly if you've fallen victim to a shot that nearly made the green, but then squeaked back into the pit it came from. Here are some easy-to-follow tips to make sure you get out safely:

1. Notice your lie
If you're sunk in the sand, and your ball is barely seeing daylight, it's an ugly picture. In cases like these you're really "blasting" the ball out instead of "pitching." So you'll need to overhit the ball to make sure you get out. What's the point of going for the pin if you're going to end up in the sand again with a nicer lie?

2. Scoop and shoot
When you're ready to dig yourself out of the sandy mess, remember to hold down while you're in the process of shooting. It'll get under the ball and help you out. Alternately, if you're laying crisply on the sand, try pushing up and hitting short of the pin. That way it'll "run" or keep going once it hits the green.

Club Call

When you're prepped for a Tigersian charge in which you'll need four straight birdies, club selection is everything. Heck, club selection is important if you're +21 after six. So take a second to consider the factors before you haul off and slam the ball. Here's what to consider if you're going to switch your club:

1. It's a long shot
If you're a long way from the hole and you think you can jump the stream when using a 4 Wood, you can't. Keep in mind that the distance associated with the club is where it ends up, not where it initially lands. So if the pin is 226 yards away, and your 4 Wood will get you 228 yards, chances are you'll be lying on the fairway in front of the green—or in that massive bunker that's smiling because you're trying to go for it.

2. Wood or iron?
If you're going to hit a 4 Wood or a 2 Iron off the fairway, consider that Woods fly flatter, so your ball can be gobbled up by trees. On the other hand, irons hit higher-arcing balls. Then again, if there's wind in your face, the Iron shot might come back more than you anticipated.

3. Sand trapped
You want to hit out of that bunker with something other than a sand wedge, don't you? Instead, why not show a little self control? Use the wedge, hold down and stroke it out of there. There are rare exceptions, like when you're sitting on the sand like a cherry on a sundae. But that happens way too infrequently.

How's the weather?

Off the tee
The gloom of raindrops got you down in the dumps? Well, that's where your score is going to end up if you're not thinking. Besides, the wind will probably be whipping and the rain knocks down balls big-time. So plan on over-hitting the ball to compensate for the weather.

On the green
The green is sopping wet and you're trying to just roll it into the hole? You better hit it harder than you think you should. Otherwise, the damp ground is going to eat it up. And you'll be two putting.

Using your power-ups

You know those power-up shots you can do when you hit the Square button before your swing? The ones that launch your ball an extra 10 yards. What are you saving them for?

Mathematically you figure you'll use an average of 1.5 for each of the Par 5 holes (for a total of six) and zero for the four Par 3 holes. That means you'll have a surplus for the Par 4 holes. Should you save them? No way. Use them early rather than having some left over. But check to see if that last hole is a Par 5. If it is, save two. Otherwise, you should use them when you're feeling lucky.

Spinning class is in session

Just swinging the club and hammering the ball when you step to the tee isn't enough if you want to be a superstar. You've got to consider plenty of factors. One of which is rather or not you should use topspin, backspin or sidespin on the ball. Here's a couple tips on using the right shot at the right time.

1. 1-2-3 Liftoff
Looking to get over a troubling tree? Or is the wind blowing fiercely at your back? Or do you want to hit the green and have your ball stop on a dime? Then it's time for backspin. All you have to do is hold Down when you start to swing your club and until you hit X to let your shot go. It will get your shot to go higher in the air so you can avoid danger. Plus, if the wind is strong, it can help lift your ball another five or 10 yards.

2. Line drives to paydirt
Is the wind blowing at you so hard that your eyeballs are drying? Are you trying to get on in two and you need to roll on to the green? Trying to get under that annoying branch that keeps laughing at you because it's going to eat your ball if you hit it too high? In this case, topspin is your dearest friend. Just hold Up during your swing and let it go once you've hit the ball. You might not hit the ball as far, but it'll roll for a longer time, and it'll fly on a lower trajectory.

3. A little extra on the side
That dogleg is barking, the building in front of you doesn't have any windows, and you're a short-knocker. How are you going to get to the green with all these obstacles? The sidespin. If you hold Right during your swing, then the ball will be hit to the right and curve back to roughly the same place as if you'd hit it straight. Same goes for holding Left. This is one of the biggest keys to learn. Once you have this in your arsenal, there ain't no mountain high enough. Ain't no valley low enough. You get the point.

Curb your ego

You've got your Big Hit club and your Big Hit ball and you've got big-hitter Kamala at the bat. The pin is 290 yards away, the wind is in your face, and you think you can get there if you use your 1 Wood off the fairway. Well, you can't. Rather, you shouldn't even bother. Egotism and golf are a bad marriage. Instead of thinking about what you can get from getting to the pin on your next hit, consider the worst-case scenario. Plus, there's nothing wrong with an easy chip.

Don't overthink your putts

Putting can be the difference between winning a tournament and finishing ninth. It takes a lot of rehearsing to know how far the break will take your ball and how hard to hit it. But there's one tip that will help more than any other advice: Just hit it. Seriously. If you overthink a putt and stare at it until your eyes water (like real golfers), chances are you'll miss it. But if you just step up, judge the break, and hit it all in five seconds, you'll be surprised by how successful you'll be. Plus, it moves the game along even faster.

Unlockables worth unlocking

If you want to buy the latest wallpaper, you're a golf buffoon. Get a hold of yourself! If you have a chance to get any of the special clubs and special balls, do. Then, while you're selecting your golfer, hit L1 or R1 to use the clubs and balls you've bought.We like the Pinhole Ball/Big Air club combo.

Hurricane waters

Hitting over water is tough. No matter how hard you hit, you're not hitting hard enough. There's some supergravity or something. So always overhit when you're skying your ball over water. If you don't, you're going for a swim. Then again, make sure you don't hit it too hard and roll off the back of the green. What's a golfer to do? Consider shooting for the fat part of the green and trying to score a long putt for the bird.

Over troubled waters

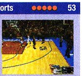
Driving from on high

Man, you're high

See that blue or red arrow in the middle of your screen? Yes, that one at the top. Pay very close attention to how above or below the hole you are. If you're above, you can add about one yard to your shot for every foot you are above or below the hole. With that in mind, you should be able to score higher marks over the course of 18 holes.

Swing by next month when we'll walk you through the upcoming National Tournaments. Oh, goody!

Game	Publisher	Score	Issue
Metal Gear Solid 2	Konami	●●●●●	51
Midnight Club	Rockstar	●●●●	39
Mister Mosquito	Eidos/Fresh	●●●◖	56
Mobile Suit Gundam: Journey to Jaburo	Bandai	●	48
Mobile Suit Gundam: Zeonic Front	Bandai	●●●	54
Monster Rancher 3	Tecmo	●●●●	50
Monsters, Inc.	Sony CEA	●●●◖	55
Moto GP	Namco	●●●●	39
Moto GP2	Namco	●●●●◖	53
Motor Mayhem	Infogrames	●●●	47
MTV Music Generator 2	Codemasters	●●●	46
The Mummy Returns	Universal	●◖	52
MX 2002 Featuring Ricky Carmichael	THQ	●●●●	47
MX Rider	Infogrames	●●●◖	52
Namco Museum	Namco	●●●◖	53
NASCAR 2001	EA Sports	●●◖	40
NASCAR Heat	Infogrames	●●●●	47
NASCAR Thunder 2002	EA Sports	●●●●◖	51
8 NBA 2K2	Sega Sports	●●●●●	53



The playoffs are here and you're still not at the top of your game? Embarrassing. Maybe these tricks will help you on your way.

Something new in the arsenal

Admit it, you didn't know there were hidden teams in 2K2. Fine, lie. But try this to get the cheats you "knew about." Enter the options menu and select Gameplay. Hold D-pad Left and the left analog stick Right and press Start. The Codes selection will now be unlocked at the options menu.

Big-time players

Type in MEGASTARS in the codes section and you'll have the chance to play with some secret teams. You'll unlock VC, SEGA and NBA 2K2 clubs. Fun for one and all.

Kareem and Bernard

Want a few superstuds from the '80s? Go to the active players section and find the '80s All-Stars. The West '80s team has Kareem Abdul-Jabbar and Bernard King on the inactive list. Trade them out with some other players to get them in the lineup.

Crying foul

One of the best tricks in 2K2 is the intentional foul button. Just press R2 and your team will tear the ballhandler limb from limb. Sometimes the zebras call a foul, sometimes you can mug the guy with the ball and get the ball from him. It works particularly well with big guys. But be careful. You don't want to get into foul trouble.

Foul retort

So your buddy keeps fouling you because he read the trick above? Well, we can remedy that. After you make (or miss) your first free throw, miss the next one on purpose to the right side of the hoop. Instantly switch to your man outside the lane on that side. Run a half-circle around the defender and then jump up, grab the board, and stuff it down for an easy two points. A three-point play if you're good. A four-point play if you hit the initial bucket.

Foul retort, retort

So you read the trick listed two spots above this one, and your friend read the trick above, and you're ticked off that your buddy is missing free throws on purpose. Well, then stop him. How? Easy enough. As soon as he shoots the free throw, take the man closest to the bucket and push down and right. If he figures a way to get past that, start pushing up and right. It becomes a mind game, but you can box him out if you set your mind to it.

Game	Publisher	Score	Issue
NBA Hoopz	Midway	●●●	44
NBA Live 2001	EA Sports	●●●	42
NBA Live 2002	EA Sports	●●◖	51
NBA ShootOut 2001	Sony CEA	●●◖	44
NBA Street	EA Sports Big	●●●●●	47
NCAA Final Four 2001	Sony CEA	●	41
NCAA Final Four 2002	989 Sports	●◖	52
NCAA Football 2002	EA Sports	●●●●◖	48
NCAA GameBreaker 2001	Sony CEA	●◖	41
NCAA March Madness 2002	EA Sports	●●●	53
NFL 2K2	Sega Sports	●●●◖	52
NFL Blitz 2002	Midway	●●●●	55
NFL GameDay 2001	Sony CEA	●	40
NFL GameDay 2002	Sony CEA	●◖	53
NFL Quarterback Club 2001	Acclaim	●●◖	50

REPLAY FORUM

NEW CITY IN GTA3? NO WAY

One of my friends tells me his stepbrother got to Carson City on GTA3. I never knew it was possible to go there. Can you really get to Carson City or is my friend lying out of his ass?

Kevin R.
SLiPkNoT8294@aol.com

From where we're standing, there's no way we can say which orifice your stepbrother is lying from, but we're sure he's lying. Rumor has it that getting 100 percent on the game will let you go into the blocked-off path in Shoreside Vale. But that's going on our urban-legend list. As much as we'd like to get through that blocked-off area, we'd much rather choke the guy who told us 100 percent in the game meant something. Because we've played around the clock for nothing.

TRICKY-ER

Are there any other codes for SSX Tricky other than the Mallora Board and Mix Master Mike?

Shaun P. Hill
anti-venom@juno.com

We dug up a few you might find to your liking.

Pulling off the "???" trick

Go to a track with a big jump or a trick boost. Hit one of these and do either a Rodeo, Misty, Front or Back Flip. By landing four of the same trick, you'll

Cont. on pg. 109

Game	Publisher	Score	Issue
NHL 2001	EA Sports	●●●●	38
NHL 2002	EA Sports	●●●●◖	50
NHL FaceOff 2001	Sony CEA	●●●◖	43
NHL Hitz 2002	Midway	●●●●	51
No One Lives Forever	Sierra	●●●◖	56
Okage: Shadow King	Sony CEA	●●●	51
Oni	Rockstar	●◖	43
Onimusha: Warlords	Capcom	●●●●	43
Orphen: Scion of Sorcery	Activision	●●●	39
9 Pac-Man World 2	Namco	●●●●◖	54

Everybody loves that little mound-of-round we all call Pac-Man. If you're having trouble scooting through the game, we have a couple ot tips that'll come in handy.

No wedgies

Falling from a great height means you'll lose a wedge of health. But there is something you can do to prevent the loss. Do a butt-bounce when falling and you won't be harmed. But of course.

Kill the frog

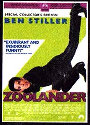
Blinky's frog is blocking your progress? Here's how to do him in: First, butt-bounce on the frog's tongue three times while it's wooden. When the tongue turns to steel, jump on top of the tongue and rev-roll into the frog's mouth three times. That's all folks.

Digging up old characters

You know in the volcano level, when you get across the first gap in the level? Well, you'll be able to see a group of Dig Dug characters appearing from a hole.

Game	Publisher	Score	Issue
PaRappa the Rapper 2	Sony CEA	●●●◖	53
Paris-Dakar Rally	Acclaim	●●	53
Pirates: The Legend of Black Kat	EA Games	●●●◖	55
Portal Runner	3DO	●●	50
Project Eden	Eidos	●●●◖	52
Q-Ball Billiards Master	Take 2	●●●◖	40
Quake III Revolution	EA Games	●●●●◖	44
Rayman 2 Revolution	Ubi Soft	●●●●●	41
RC Revenge Pro	Acclaim	●●◖	41
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◖	40
Red Faction	THQ	●●●●●	46
Resident Evil–Code: Veronica X	Capcom	●●●●◖	48
Rez	Sega	●●●●◖	53
Ridge Racer V	Namco	●●●●◖	38
Ring of Red	Konami	●●●●	43
Rugby	EA Sports	●●●◖	48
Rumble Racing	EA Games	●●●●◖	45
Rune: Viking Warlord	Take 2	●●◖	48
Salt Lake 2002	Eidos	●●◖	55
Savage Skies	bam!	●●●	56
Shadow Hearts	Midway	●●●●	52
Shadow of Destiny	Konami	●●●◖	43
Shaun Palmer's Pro Snowboarder	Activision	●●◖	52
Silent Hill 2	Konami	●●●●◖	50
Silent Scope	Konami	●●●	39
Silent Scope 2	Konami	●●●◖	49
Silpheed: The Lost Planet	Working Designs	●●●◖	40
The Simpsons Road Rage	EA Games	●●●	52
Sky Odyssey	Activision	●●●	40
Sled Storm	EA Big	●●●◖	55
Smash Court Tennis Pro Tournament	Namco	●●●◖	56
Smuggler's Run	Rockstar	●●●●◖	39
Smuggler's Run 2: Hostile Territory	Rockstar	●●●●◖	52
Soccer America: International Cup	Hot-B	●●	48
Soldier of Fortune	Majesco	●●●	52
Soul Reaver 2	Eidos	●●●	52
Splashdown	Infogrames	●●●●	52
Spy Hunter	Midway	●●●●◖	50
SSX	EA Sports BIG	●●●●●	38
SSX Tricky	EA Sports BIG	●●●●●	52
Star Trek Voyager: Elite Force	Majesco	●●◖	53
Star Wars: Episode I—Super Bombad Racing	LucasArts	●●	45
Star Wars: Jedi Starfighter	LucasArts	●●●◖	56

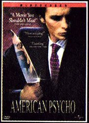
DVD EGGS



Zoolander

Walk-off rehearsal Stiller-style

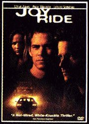
You laughed, you cried (from laughing), and you want more Zoolander. Fine. On the second special feature menu, move your cursor above the spinning "M." From there, press Right then Enter. You'll see Stiller and Owen Wilson doing some of their best walk-off moves.



American Psycho DVD

Mini-games!

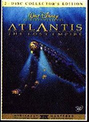
This is a great flick. A little strange. But great. To play some minigames (this is a *games* magazine, right?), select the "Extras" option at the main menu. Press Up, then Enter to choose from two wacky minigames.



Joyride

Giving props

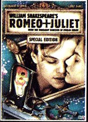
This movie was neither scary nor freaky, yet it's still watchable. Curious. Anyway, from the main menu, click on extra features. Then go to Deleted Scenes and Alternate Endings. Once you see the screen showing the cast, push Up to highlight the car's taillight. It'll bring you to a screen for special thanks.



Atlantis: The Lost Empire DVD

Production credits

Credits are the lesser eggs, but this is Atlantis we're talking about, baby! So insert Disc two, then click on "Explore." Highlight Animation Production, then press Right to highlight the hidden DVD credits text. Press Enter to watch.



Romeo and Juliet SE DVD

Behind-the-Shakespeare footage

Is it difficult for us to admit that we cried during the balcony scene? We think it is not. Here are some other less-tear-jerking moments, courtesy of Easter eggs. At the Main menu, push Play and then Up to highlight a yellow heart. Then press Enter and you'll be able to see the production credits and some behind-the-scenes clips.

Evil Dead Ltd. Ed: Book of the Dead

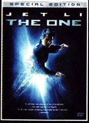
Is it rubber? Congealed feces? What's the cover of this DVD made of? No one knows.

Testing 1-2-3

Head over to the Extras, and then press Left and highlight the sketch on the left side of the screen. From there: a special-effects test.

Talky, talky

Go to the next page of bonus materials and press Left until the skull is highlighted. You will get to see a panel discussion of an *Evil Dead* screening from Halloween 2001.



The One DVD

You bought this *Matrix* ripoff? It's your money.

Two extras

1. Go to special features, highlight Next and push 1 (use Select to do it). Jet Li will talk about his first trip to America.
2. Go to the second page of special features. Highlight Back and press 1 (again, with the Select button!). It's a documentary by Mark Borchardt who makes a cameo appearance in the flick.

Got a killer Easter Egg? E-mail us at opm@ziffdavis.com and mark your subject line DVD EGG. If we like yours, we'll dance around like giddy girls.

Game	Publisher	Score	Issue
Star Wars Racer Revenge	LucasArts	●●●●◖	55
Star Wars: Starfighter	LucasArts	●●●●◖	43
④ State of Emergency	Rockstar	●●●	55

Cheating to win (since there's no other way)

No shame in cheating, especially with a game as hectically hard to follow as SOE. Try these to ease your seizures. Enter these codes while you're playing.

Complete Current Mission: Left, Left, Left, Left, Triangle.

Unlimited Time in Chaos Mode: Beat Arcade Mode in all of the Chaos areas.

Infinite Ammo: L1, L2, R1, R2, Triangle.

Infinite Time: L1, L2, R1, R2, Circle.

Invulnerability: L1, L2, R1, R2, Square.

Big Player: R1, R2, L1, L2, Triangle.

Little Player: R1, R2, L1, L2, X.

Looting on the Rise: R1, L1, R2, L2, Triangle.

Punches Decapitate: L1, L2, R1, R2, X.

Opening the levels

To get your unlocking groove on, score the amount of points below in the levels we tell you. Otherwise you'll never finish this dud.

Chinatown: Get 25,000 points in Kaos Mode in Capitol City Mall.

East Side: Get 50,000 points in Kaos Mode in Chinatown.

Corporation Central: Get 100,000 points in Kaos Mode in East Side.

Street Fighter EX 3	Capcom	●●●◖	39
Stretch Panic	Conspiracy	●●●◖	47
Summoner	THQ	●●●	39
Sunny Garcia Surfing	Ubi Soft	●●●◖	51
Super Bust-A-Move	Acclaim	●●●	41
Supercar Street Challenge	Activision	●●◖	52
Surfing H30	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tarzan Untamed	Ubi Soft	●●●◖	52
Tekken Tag Tournament	Namco	●●●●◖	39
Test Drive Off-Road: Wide Open	Infogrames	●●●	48
Theme Park Roller Coaster	EA Games	●●●●	41
Thunderstrike: Operation Phoenix	Eidos	●◖	52
Tiger Woods PGA Tour 2001	EA Sports	●●●	44
③ Tiger Woods PGA Tour 2002	EA Sports	●●●●	55

I don't need your help!

Want to skip the tutorial when you first load the game? Easy enough. Just press L1 and you'll go right to the game's main menu.

Need for speed

To speed up the ball during gameplay, you can press and hold X after you or your opponent has hit the ball.

These guys aren't par for the course

To unlock Justin Leonard, Solita Lopez and Melvin "Yosh" Tanigawa, enter these codes.

Justin Leonard: RDRANOAEL130

Solita Lopez: GZEPOL10R

Melvin "Yosh" Tanigawa: WAWAGINAT07I

Birdie Buster trophy ball

Shoot over 12 consecutive birdies during the Tiger Challenge.

Birdie Streak trophy ball

Shoot six consecutive birdies during the Tiger Challenge.

Aces Wild trophy ball

Shoot a hole-in-one during the Tiger Challenge.

Back-to-Back trophy ball

Shoot two consecutive eagles during the Tiger Challenge.

Time Crisis 2	Namco	●●●●	49
TimeSplitters	Eidos	●●●●●	39
Tokyo Xtreme Racer Zero	Crave	●●◖	45
Tony Hawk's Pro Skater 3	Activision	●●●●●	51
Top Gear Dare Devil	Kemco	●●●◖	41
Top Gun: Combat Zones	Titus	●●●	50
Triple Play 2002	EA Sports	●●	55
Triple Play Baseball	EA Sports	●●	45
Tsuganai: Atonement	Atlus	●●●	53
Twisted Metal: Black	SCEA	●●●●●	47
Unison	Tecmo	●●●◖	44
Unreal Tournament	Infogrames	●●◖	40
Vampire Night	Empire	●●◖	52
Victorious Boxers	Empire	●●●◖	51
Virtua Fighter 4	Sega	●●●●●	55

Game	Publisher	Score	Issue
War Jetz	3DO	●●◖	48
Warriors of Might & Magic	3DO	●●◖	44
Wave Rally	Eidos	●◖	53
Wild Wild Racing	Interplay	●●●	39
Winback	Koei	●●●●	43
Wizardry: Tale of the Forsaken Land	Atlus	●●●	53
World Destruction League: Thunder Tanks	3DO	●●●	42
World of Outlaws: Sprint Cars	Infogrames	●●●●	55
World Tour Soccer 2002	Sony CEA	●●●●	53
WWF SmackDown! Just Bring It	THQ	●●●◖	52
X Squad	EA Games	●●●◖	38
Yanya Caballista: City Skater	Koei	●●●◖	49
Z.O.E: Zone of the Enders	Konami	●●●●◖	44

PS ONE TRICKS AND REVIEW ARCHIVE

007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians: Puppies to the Rescue	Eidos	●●●◖	41
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take 2	●●	37
Action Man: Operation Extreme	Hasbro	●●●	41
Akuji the Heartless	Crystal Dynamics	●●●	18
Aladdin in Nasira's Revenge	Sony CEA	●●	45
Alexi Lalas International Soccer	Rockstar	●	23
Alien Resurrection	Fox Interactive	●●●	38
All-Star Slammin' D-ball	Agetec	●●◖	56
Alone in the Dark: The New Nightmare	Infogrames	●●●●	47
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arc the Lad Collection	Working Designs	●●●●	52
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●◖	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men Air Attack	3DO	●●●●	27
Army Men Air Attack 2	3DO	●●●◖	39
NR Army Men: Team Assault	3DO	n/a	n/a

Boy oh boy, did 3DO ever slip this hunk under the rug. Plus, there are no codes for the game anywhere. This is where we leave it up to you to fire off some of the hottest codes going. So, do you care to divulge a few of your own strategies? We'd like to hear them. Do so at: opm@ziffdavis.com.

Army Men: Green Rogue	3DO	●◖	47
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●◖	40
Army Men: World War	3DO	●◖	34
Army Men World War: Final Front	3DO	●◖	45
Army Men World War: Land, Sea, Air	3DO	●◖	39
Arthur! Ready to Race	The Learning Co.	●	42
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
Atari Anniversary Edition Redux	Infogrames	●●	53
Atlantis: The Lost Empire	SCEA	●●●●	48
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10

Game	Publisher	Score	Issue
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Batman Beyond:			
Return of the Joker	Ubi Soft	◖	39
Batman:			
Gotham City Racer	Ubi Soft	●◖	46
Battle Hunter	Agetec	●◖	48
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro	●◖	5
Big Air	Accolade	●◖	20
Big Ol' Bass 2	Konami	●●◖	45
Billiards	Agetec	●●◖	45
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◖	41
Blast Lacrosse	Acclaim	●●◖	48
Blast Radius	Psygnosis	●●●◖	19
Blaster Master:			
Blasting Again	Crave	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec	●●●●	45
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
The Bombing Islands	Kemco	●●◖	47
Boombots	SouthPeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
⑩ **Bowling**	**Agetec**	●●	**43**
Boxing	Agetec	●●●	45
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro	●●	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Builder's Block	Jaleco	●●●◖	35
Burstrick Wake Boarding!!	Natsume	●◖	45
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 4	Natsume	●●●●	17
Bust-A-Move 99	Acclaim	●●	19
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
Caesar's Palace 2000	Interplay	◖	41
Caesar's Palace II	Interplay	●●	15
Card Games	Agetec	●◖	50
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Casper:			
Friends Around the World	Sound Source	●◖	41

It's certainly rare when a $10 game has tricks worth reporting. But, like in real life, Bowling never fails to amaze and amuse us. Complete these tasks to get special balls for your Sunday bowl.

E.S.P.

Once you beat the game in Quest Mode, you'll be given the Psychic ball. Not bad for an afternoon's work.

Big ball that's only getting bigger

Once you beat the game in special mode, you'll be given the Big Ball. And isn't that what you wanted the whole time?

REPLAY FORUM

Cont. from pg. 107

do a "???" And yes, that's the name of it.

Fugi Board

Get a gold medal on every course with all boarders with their uber-board and lo and behold, you'll unlock a Fugi board. It's the ultimate board and allows you to do that "???" trick we were talking about.

Rectorator

Enter your name as RECOR in the World Circuit Mode. Choose any boarder and he or she will be replaced by Rectorator on the course.

OBSERVE THIS

I was playing GTA3 and saw the observatory in Shoreside Vale. So I decided to check it out. I got a buggy and went up the mountains, but I can't get to the top of the observatory because there was a small cliff that blocked me. So I was just wondering if you could get to the observatory.

Ryan Greenberg
AVSRULE2119@aol.com

We'll say this once and for all: Nope. Nor can you hijack a real plane. So stop trying.

VAMP CRAMP

In MGS2, Vamp can be a pain in the ass. But you *can* beat him easily. When you meet him in the Shell 2 Core, while he is standing on the water at the beginning of the battle, walk up to the very edge of the pool and quickly equip your Stinger. Start firing right away.

Cont. on pg. 113

Trade deadlines and playoff runs

The playoffs are right around the corner in the NBA and they've already begun in the NHL. So why are you still playing with outdated rosters? We deliver a list of the big (and some little) trades you'll need to keep things accurate. Plus, a few tips to boot.

NBA 2K2

TRADE DEADLINE

Chicago Bulls and Indiana Pacers

Pacers traded Jalen Rose, Travis Best and Norm Richardson for the Bulls' Ron Mercer, Kevin Ollie, Ron Artest and Brad Miller.

Dallas Mavericks and Denver Nuggets

The Nuggets traded Nick Van Exel, Avery Johnson, Tariq Abdul-Wahad and Raef LaFrentz to the Mavericks for Juwan Howard, Donnell Harvey and Tim Hardaway.

Minnesota Timberwolves and Golden State Warriors

The Timberwolves traded Dean Garrett for the Warriors' Marc Jackson.

Boston Celtics and Phoenix Suns

The Celts traded Randy Brown, Joe Johnson, Milt Palacio for Tony Delk and Rodney Rogers.

Milwaukee Bucks and Chicago Bulls

The Bucks signed Greg Anthony after he was released by the Bulls.

FREE-THROW CAPER

The computer is clowning you and you want a few extra points to get back in the game, huh? This is a cheating trick that's surprisingly efficient. When you're shooting your free throws, miss to the right. As soon as your player releases the ball, switch players to the guy standing to the right of the lane. Do a half-circle around the CPU player and jump. You'll score the board way more often than you should be able to. Plus, you'll be in position for an easy dunk.

THE LEANER

Having a hard time knocking down long-range shots? Try the leaner. All you have to do is race up the court and push forward as you jump to shoot the ball. Your player will lean forward (so *that's* where they got the name) and you'll easily see when he's at the top of his jump. When he's at the peak, release. You'll be surprised by how many go in.

SPECIALIZING YOUR SPECIAL MOVES

Want to make use of your special moves against human or CPU defenders? Try this: When you've got the ball with your shooting guard, do a special move. Right as you're available to shoot, do so. You'll often have an open look at the tin.

NHL 2002

TRADE DEADLINE

Dallas Stars and New Jersey Devils

Stars get Jason Arnott and Randy McKay for Joe Nieuwendyk and Jamie Langenbrunner.

New York Rangers and Edmonton Oilers

Ranger traded Mike York to the Oilers for Tom Poti and Rem Murray.

New York Rangers and Florida Panthers

Rangers get Pavel Bure from the Panthers for Igor Ulanov and Filip Novak.

St. Louis Blues and Atlanta Thrashers

Blues get Ray Ferraro, the Thrashers get a fourth-round pick (also known as nothing).

New York Rangers and Dallas Stars

Rangers get Martin Rucinsky and Roman Lyashenko for Manny Malhotra and Barrett Heisten.

Pittsburgh Penguins and Columbus Blue Jackets

Pens get Jamie Pushor for nothing.

Toronto Maple Leafs and Carolina Hurricanes

Leafs score Tom Barrasso for a song.

Los Angeles Kings and Nashville Predators

Kings get Cliff Ronning for Jere Karalahti.

Boston Bruins and Florida Panthers

Bruins get Jeff Norton, Panthers get nothing.

Chicago Blackhawks and Nashville Predators

Hawks get Tom Fitzgerald for a bucket of pucks.

Chicago Blackhawks and Columbus B. Jackets

Hawks get Lyle Odelein for a warm smile.

New Jersey Devils and Pittsburgh Penguins

Devils get Stephane Richer and the Penguins get rid of that bum.

Philadelphia Flyers and Washington Capitals

Flyers get Adam Oates for Maxime Ouellet.

Colorado Avalanche and Pittsburgh Penguins

Avs get tough guy Darius Kasparaitis for young stud Ville Nieminen and Rick Berry.

Detroit Red Wings and Atlanta Thrashers

Wings get Jiri Slegr for Thrashers Yuri Butsayev.

Calgary Flames and Columbus Blue Jackets

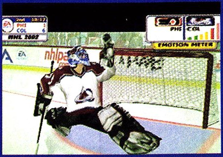
Flames get Blake Sloan for Jamie Allison.

Montreal Canadiens and Los Angeles Kings

Habs get Stephane Fiset, Kings get a round-house groin punch.

TIP IN FEVER

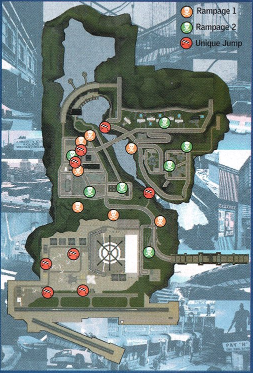
Here's a sweet trick that will help you on your way to the Stanley Cup. Go to the controller setup and make one of your shoulder buttons the Deflection button. Here's how it works: Say you've assigned your Deflection button as R2. When you're winding up with a defenseman, hold R2 down while you're holding the shot button. Once the shot is away, continue to hold R2. The shot won't go directly at the net, but at a forward. The forwards will try to tip it into the net. Usually the goalies will be out of the net to challenge the shot, which means there's space to tuck a puck in.



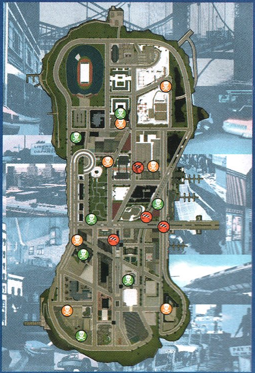
GTA3: BIG JUMPS, RAMPAGES

You're so close to finding the last pieces to the GTA3 puzzle, but it's a son of a gun to find those rampages and jumps. We ease your pain, along with some fine reader tips

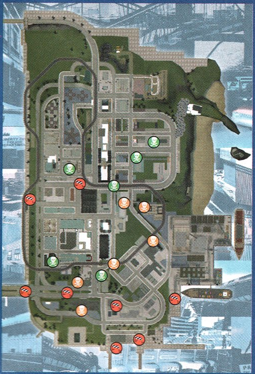
Shoreside Vale



Staunton Island



Portland



Long jumping

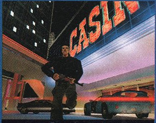
If you're going to jump over all of the unique jumps, you might need a little help from our friend, Mr. Floaty (R1, L1, R2, L1, Left, R1, R1, Triangle. This will allow your car to jump by pressing L3 and Up). But as much as a trick will help you, it's just as important to have a fast car. We're talking serious speed here. A Yakuza Stinger will accelerate in tight spots, but our pick is the Viper-clone. How can you argue with a convertible with racing stripes?

Rampaging through the land

OK, the Rampages are a real bastard. No one will argue with you there. Here's the deal with them: If you try one and you fail, it shifts to another location. On our map there are two different colors of Rampage icons. But if you want some advice, try these codes:

Full Armor: R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up.

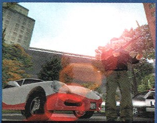
Full Health: R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up.


Rampage!

Unique jumps

Rampage!

Big air


Rampage!

GRAND THEFT AUTO III FORUM EXTRA

The Cartel is hell

Destroying the Columbian Cartel's base in Portland Harbor is tough because 8-Ball goes in too early! Here's the trick: When you arrive at the starting point for the mission, 8-Ball gets out of the car. Stay in it, and run him over (don't hit him with the tires). Then drive to the other end of Portland to get him again. If done correctly, he'll live and won't run in 'til you've sniped off all Cartel members on board. I recommend the Banshee for pinning 8-Ball to the ground, found at Easy Credit Autos in Harwood, because it's small and light enough to not crush 8-Ball, and let's face it, the thing kicks ass.

Kelly "I'm a guy" Sorenson
Kelzdaguy1@aol.com

Radio star

Every once in a while on the radio, you'll hear an advertisement for a Web site like petsovernight.com, or pogo-the-monkey.com. I tried going to them, and they *do* exist. It's crazy, there's a link to a Liberty City newspaper Web page with all sorts of stories about what's going on in the city. You should check it out. It really adds to the realism of the game.

Brandon Wootten
bwootten_jj@yahoo.com

Let's go to the game!

Want to get into the Stadium in Staunton Island? Well, without a ticket, there's only one way. First, enter these codes:

Drop Tank: Circle, Circle, Circle, Circle, Circle, Circle, R1, L2, L1, Triangle, Circle, Triangle. (Drop a few so that there won't be any cars in your way.)

Dodo Car: Right, R2, Circle, R1, L2, Down, L1, R1

Perfect Handling: R1, L1, R2, L1, Left, R1, R1, Triangle.

Here's the key: Turn the turret with the R3 button until it is behind the tank. Find a straightaway that runs to the stadium. Hold X and constantly press Circle. You'll get enough speed to carry you in the air and on your way to the stadium. Be very careful, for there is a glitch in the design of the stadium. There's a hole in the field. And if you hit it, you'll fall into the tunnel below.

Sean Murray
gijoeaddict@aol.com

My second car is a Porsche.

Game	Publisher	Score	Issue
Castlevania Chronicles	Konami	●●●◖	50
Castlevania: Symphony of the Night	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross 2001 Featuring Ricky Carmichael	THQ	●●●	41
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Championship Surfer	Mattel	●●●	41
Chessmaster II	Mindscape	●●●◖	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae 2.0	Codemasters	●●●●●	40
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crossroad Crisis	Magetec	●◖	50
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution Disney Mix	Konami	●●●●	49
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers 3	Capcom	●●●●	16
Darkstone	Take 2	●●●◖	43
Dave Mirra Freestyle BMX	Acclaim	●●●◖	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	●●◖	47
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon Digital Card Battle	Bandai	●●●	48
Digimon Rumble Arena	Bandai	●●●◖	55
Digimon World	Bandai	●◖	36
Digimon World 2	Bandai	●●	46
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Disney's Dinosaur	Ubi Soft	●◖	36
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dracula: The Last Sanctuary	DreamCatcher	●●◖	56
Dracula: The Resurrection	DreamCatcher	●●◖	48
Dragon Ball GT	Bandai	●●	4
Dragon Tales: Dragon Seek	NewKidCo	●◖	45
Dragon Valor	Namco	●●●	38
Dragon Warrior VII	Enix	●●●●◖	51
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
③ Driver 2	Infogrames	●●●●	40

Viva Las Vegas

Secret Area

(The Construction Site doesn't lead you to the secret car like the areas did in both Chicago and Havana. Instead, it's more of a weird plot of land to just drive around and smash into stuff. Follow these steps and you'll be there in no time!)

This area can be found rather easily. Bust through the fence, then proceed straight and jump the ramp that leads over the concrete barrier. Once you're over it, you've entered the secret area.

Secret Car

First, flick the switch near the fence (see location on map) and it will open up a gate as you return to the street.

Second, hang a right on your way back from hitting the switch and you'll see the opened gate. Pass through and you'll find your new pickup truck. "Look, mawr, I gots me a newr pigguh truh!"

Invincibility Cheat

(The Invincibility cheat renders you immune to all forms of damage. The cops will still chase you and smash into you, but your damage meter will remain unaffected.)

To gain access to the Invincibility Cheat in your main menu, all you need to do is find the hidden switch located across the street from the MGM Grand Casino.

Then, once you're there, hop out of your car and look for the sign that says "Bingo." Go to the left of the sign and flip the switch between the two black doors—just make sure to save your game to gain access to the cheat!

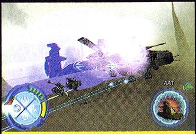
Game	Publisher	Score	Issue
Ducati World Championship Racing	Acclaim	●●◖	41
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	SouthPeak	●◖	29
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◖	27
EA Sports Supercross	EA Sports	●●●◖	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS GameNight	Konami	●●●	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	◖	54
Eternal Eyes	Crave	●◖	38
Evil Dead: Hail to the King	THQ	●●◖	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39
Family Feud	Hasbro	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Fear Effect 2: Retro Helix	Eidos	●●●●◖	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15

STAR WARS: JEDI STARFIGHTER

- Playing the game on Medium or Hard doesn't unlock anything extra. Play through on Easy to open everything up. Two-player objectives must be met in two-player mode.

JEDI TRICKS

- Some characters in battle do not react favorably to Jedi mind tricks...if you stumble across anyone who you don't think is reacting (like Master Tiin), stop trying and just use your conventional weapons.
- Holding the button down for the Force shield to achieve maximum "clarity" will have the added bonus effect of causing laser bolts to bounce back and destroy the ship that fired them.
- Keep using the Force reflex to slow time, and your enemies won't have much chance of fighting back as you effectively double your rate of fire. It's a cheap way to beat the bad guys, and not "approved" by the Jedi Masters, but it works.
- When two Jedi are fighting together in one unit, the Force actually flows even stronger. If you successfully connect and achieve clarity with, for example, Force reflex, you'll find that your Jedi partner fires twice as fast as you do. This works in two-player mode too.

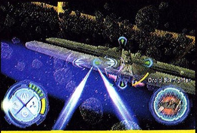


Achieve clarity for better results

Use the Force shock wave when you're really close to a big ship or in the middle of a swarm of smaller ships. The devastation it causes is extremely useful.

TARGETING

- Many smaller ships, like scarabs, launch from the big ships in squadrons that fly in formation. They'll stay in formation for a while before splitting up and flying around on their own. Try to target them when they're still in formation, and you can easily take out a whole wing. Zoom in on them from a distance to make life easier for you.
- When attacking large enemy ships, slow down and fire from as far away as you can. If you hit a large ship, you'll "bounce" back in the opposite direction. Be careful if you get in too close, so you don't bounce into the line of fire.
- Don't boost toward a squadron of enemy fighters or you'll be completely swamped. Try to pick off fighters from as far away as you can the second you see them on your scope. Zoom in on them with your scope to ensure that you give yourself the best chance.
- Keep tabs on important targets. Select an important ship, like one of the bigger ones, and then fly around taking out lesser ships before returning to the big guy. This helps you keep tabs of where the important stuff is and helps you stay aware of the orientation of everything.
- When you're chasing after a ship in a dogfight, don't fire at the ship—fire ahead of its flight path to ensure that you hit it. Firing directly at something that's moving across your field of vision will prove fruitless as your laser bolts take time to travel between your guns and their target.



Try to hit from far away

Droid Starfighter

Target the big guys first

VIRTUA FIGHTER 4: STOP BEING SUCH A DISGRACE

Keep your winning streak, and learn how to shake that pesky squirrel

We'll keep bringing you Virtua Fighter 4 tips for as long as you guys are playing the game and asking for them. To help us out, if you come across anything that's useful or cool, E-mail us at opm@ziffdavis.com and mark your note REPLAY VF4.

Virtua Fighter 1 Fighter Model

Use a created character to reach at least the first Dan rank. Select that fighter, then hold Punch and Kick until the match begins.

Training Stage 1 in Versus Mode

Use a created fighter to reach first Dan to unlock the first training stage in Versus mode.

Training Stage 2 in Versus Mode

Use a created fighter to reach fifth Dan to unlock the second training stage in Versus mode.

Unlock the training level

with these simple tips

Training Stage 3 in Versus Mode

Use a created fighter to reach the Monarch rank to unlock the third training stage in Versus mode.

Dural's Stage in Versus Mode

Use a created fighter to reach the Emperor rank to unlock the hangar.

PRESS START BUTTON

Dural kicks butt

Fight as Dural

Defeat Dural in Kumite mode to unlock her. She will be selectable in Versus mode only and her stage isn't selectable. However, when you choose to fight as Dural, it will always be in her own environment.

Keep a Winning Streak in Kumite Mode

If you're on a roll in the Kumite mode but are worried that you're about to lose, pause the game and quit to the main menu. The game will save. Once you return into Kumite, you will still have your winning streak and no losses.

Special Items

Get 100 consecutive wins in Kumite mode, and your character will be awarded a special item. Each character has a different special items. But no matter which one you get, they're all a great way to show off to your VF playing buddies.

Keep your winning streak

by cheating

DISGRACE ITEMS

To get a disgrace item, your character has to be third Dan or above. You can get and remove the disgrace items in Versus mode.

AKIRA

Blue rabbit on left shoulder.
How did I get it? You lost 10 matches in a row, wimp.
How do I remove it? Win three matches in a row.
Brown squirrel on left shoulder.
How did I get it? You kept getting hit by an opponent's evade attacks. Pay attention!
How do I remove it? Guess what? Try not getting hit by an evade attack and win a match.

PAI

Huge green frog mask
How did I get it? You lost 10, yes *10* matches in a row.
How do I remove it? Win two matches in a row. Easy.
Huge panda mask
How did I get it? You kept getting hit by an opponent's evade attacks.
How do I remove it? Win a match without getting hit by an evade attack.

LAU

Huge face mask
How did I get it? You lost 10 matches in a row.
How do I remove it? Win two matches in a row
Big china bowl
How did I get it? You keep guarding against opponent's attacks or you lost while avoiding.
How do I remove it? At least half of your attacks must hit the target and win the match.

WOLF

Party hat with funny nose spectacles
How did I get it? You keep getting side-thrown by your opponent.
How do I remove it? Escape from throws twice or more and win the match.
Semi-transparent old man mask
How did I get it? You lost 10 matches in a row.
How do I remove it? Win two matches in a row.

JEFFRY

Skull mask
How did I get it? Lost 10 matches in a row.
How do I remove it? Win two in a row.
Bald head
How did I get it? Opponent escapes your catches six times or more in a match.
How do I remove it? Perform catch five times, two or more of which your opponent doesn't escape and win the match.

KAGE

Brown squirrel on right shoulder
How did I get it? You lost five matches in a row.
How do I remove it? Win two matches in a row.
Blue rabbit on right shoulder
How did I get it? You failed to perform Ukemi (where you recover from throws) 15 times in a row. Wow. That's pretty bad.
How do I remove it? Perform Ukemi (recovery) for twice the number of rounds or above and win the match.

SARAH

Big eyed spectacles
How did I get them? Lost 10 matches in a row.
How do I remove them? Win two in a row.

JACKY

Big nose and mustache spectacles
How did I get them? Lost 10 in a row.
How do I remove them? Win two in a row.
Baby cap and pacifier
How did I get them? Lose by ring out for all rounds continuously for two matches.
How do I remove them? Win by ring out.

SHUN

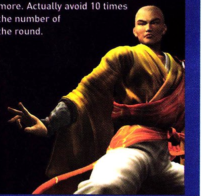
Huge Chinese girl face mask
How did I get it? Lost 10 matches in a row.
How do I remove it? Win two in a row.
Silly face mask
How did I get it? Lost by ring out for all rounds for two matches.
How do I remove it? Win by a ring out.

LION
Big green mantis mask
How did I get it? Get hit by s ducking punch for 10 times the number of the round.
How do I remove it? Do not get hit by the opponent's attacks for nine times the number of rounds, and win the match.
Eiffel Tower helmet
How did I get it? Lost 10 matches in a row.
How do I remove it? Win two in a row.

AOI
Cat mask with ears and nose
How did I get it? Lost 10 matches in a row.
How do I remove it? Win two in a row.
Ribbon with red spiral paint on cheeks
How did I get it? You keep getting countered by your opponent.
How do I remove it? Don't anymore.

VANESSA
Horse head hat
How did I get it? You lost 10 matches in a row.
How do I remove it? Win two matches in a row.
Goalie mask
How did I get it? You keep getting hit by your opponent's attacks. Actually you were hit 15 times the number of the round.
How do I remove it? Do not get hit by the opponent's attacks for 15 times the number of the round, and win the match.

LEI-FEI
Huge pig head mask
How did I get it? Lost 10 matches in a row.
How do I remove it? Guess what? Win two matches in a row.
Elephant mask
How did I get it? You keep getting hit by your opponent's attacks and lose.
How do I remove it? D'uh. Don't get hit by your opponent's attacks any more. Actually avoid 10 times the number of the round.



Game	Publisher	Score	Issue
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Chronicles	Sony CEA	●●●●	47
Final Fantasy IX	Square EA	●●●●●	39
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◖	44
Formula 1 '98	Psygnosis	●●●●	15
Formula One '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro	●●	28
Gold and Glory: The Road to El Dorado	Sony CEA	●●	42
Gran Turismo	Sony CEA	●●●●●	9
6 Gran Turismo 2	Sony CEA	●●●●●	29

You're still playing this. Well, at least you're playing a better game than the chuckleheads stuck playing Motocross Mayhem. Here are some notes of interest to those who are just getting into this for the first time.

Super-Duper License
Earn all licenses (A, B, Intl. A, Intl. B, Intl. C) to unlock the Super License option on the license test menu.

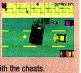
Event Synthesizer
Earn the Super License to unlock this race in Gran Turismo League.

Mo' Laps
To make your high speed increase during this test, turn around and drive backward until you get your desired speed. Return to the correct direction and finish the race.

Mo' Days
To increase the number of days in the game, go to a race. When you are at the screen with the "Start Race" selection, go to "Exit" and your days will increase by one.

Game	Publisher	Score	Issue
7 Grand Theft Auto	Take 2	●●◖	10

You're so desperate you've back-tracked all the way to the original? Yikes. Well, if you're that retro, we'll give you codes to go along with your new black Chucks and your afro.



Enter the following names to enable the cheat features. All of the codes in the game may be used in combinations. Enter and accept a code, then go to "Rename" and enter another code. You can then rename your character when you're done with the cheats.

BSTARD: All weapons, unlimited ammunition, level selection, 99 lives, armor, get out of jail,coordinate display, maximum wanted level and the 5x bonus.
THESHIT: All weapons, unlimited ammunition, level selection, 99 lives, armor, get out of jail and the 5x bonus.
MADEMAN: All weapons, unlimited ammunition, level selection, armor and get out of jail.
GROOVY: All weapons, unlimited ammo, armor and get out of jail.
PECKINPAH: Armor, all weapons, and you can get out of jail. Enter
HANGTHEDJ: All cities, money and weapons.
EATTHIS: Maximum wanted level.
BLOWME: Display coordinates.
CHUFF: No police.
TURF: All cities.
WEYHEY: Instantly collect 9,999,990 points.
SATANLIVES: 99 lives.
EXCREMENT: 5x multiplier.
SKYBABIES: Choose any level up to Mandarin Mayhem.

Game	Publisher	Score	Issue
1 Grand Theft Auto 2	Rockstar	●●●	27

You poor PS one owners. You wish you were playing GTA3, don't you? Well, The Italian Job is a much newer, fresher and better game than this. Just a thought, considering it's the same price.

Master of your domain
Enter these names to get the following items. You're a superstar gangster now!

10,000,000 Points: BIGSCORE
All Weapons: NAVARONE
Drive A Bus: FARE
Easy Money: MUCHCASH
Level Select: ITSALLUP
Most Wanted: DESIRES
Multiplier x5: HIGHFIVE
No Police: LOSEFEDS
Show Coordinates: WUGGLES
Turbo Mode: IGNITION
Unlimited Energy: LIVELONG

Game	Publisher	Score	Issue
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault	Bandai	●●●	40
Gunfighter: The Legend of Jesse James	Ubi Soft	●●◖	52
HardBall '99	Accolade	●◖	15
Harry Potter and the Sorcerer's Stone	EA Games	●●●	53
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hooters Road Trip	Ubi Soft	◖	55
Hoshigami: Ruining Blue Earth	Atlus	●●◖	53
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
5 IHRA Drag Racing	Bethesda	◖	53

We need your codes!
You've squealed out and won a few races. But we have to wonder just how you did it. So hurry to your desktop computer, put down your peanut butter and banana sandwich, and tell us a few tips. If you do, we'll print them next month. We promise.

Game	Publisher	Score	Issue
In Cold Blood	DreamCatcher	●●	49
Incredible Crisis	Titus	●●●◖	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	●●●◖	50
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int'l. Superstar Soccer '98	Konami	●●●●◖	11
Int'l. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18

REPLAY FORUM

Cont. from pg. 109

Don't stop until you've got him beat. Make sure you have a decent amount of ammo for the Stinger before you use this trick. Or better yet, use the Brown Wig.
Christopher Choi
Cao_Cao@msn.com

GAME CRISIS?
Are there any cheats for Time Crisis: Project Titan?
Kelcy McKay
minorsaur@hotmail.com

Well, you can unlock extra mode time attack modes. If you're interested, do this: First, complete level one in Time Attack mode (ranking doesn't matter).

Next, you'll have to finish level two in the Time Attack mode with a first-place ranking. This will unlock the color combo challenge. Here, enemies will have color-changing unis. By shooting enemies with like-colored uniforms, you get more points.

Finally, complete level three in the Time Attack mode while finishing first. You'll unlock a tough version of time attack, where you have little time and must shoot the enemies quickly to earn more time.

GTA3'S MULTI-STORY MAYHEM
In GTA3, go to the mall in the second city and get a Stallion in the parking garage, right next to the repair shop. If it

Cont. on pg. 115

STAR WARS: EPISODE I SUPER BOMBAD RACING

Enter these codes at the main menu to unlock these whopping items. But seriously, folks, where are the Ewoks?

All Death Star Mode
R1, R1, R1, R1, Up, Left
Infinite Boost
L1, R2, L1, R2, Square, Select
Play as Boba Fett
Square, Circle, Triangle, Circle, Square
Play as Tank
Circle, Square, Circle, Square
Plays as Naboo Ksadu
L1, R1, L2, R2
Shark Racers
Up, Right, Down, Left, Select
Super Honk
Circle, Circle, Circle, Circle, L2, Select
Unlock Space Freighter Arena
L1, R1, Select, Circle
Unlock Battle Tank
Circle, Triangle, Square, Circle, Triangle, Square
Race backward
L2, L2, L2, L2, Circle, Select.
Fast and small racers
L1, L1, L1, L1, R2, Square.
Spinning mode
Press Up, Left, Down, Right, Left, Up, Down.
Slippery mode
Press Left, Right, Square, Circle, L1, L2

01'44"82
LAP 2/3
5TH

Super Bombad Racing

03'50"22
LAP 3/3
1ST

Super Bombad Racing

STAR WARS: DEMOLITION

If you're interested in locating the droids in Demolition, you'll need this key to help you.

Tatooine: Mos Eisley
See the two buildings in the center? Move to the one without the Droid power-up in front. Now, next to it, you'll see a building with a slope. Use it to get on top of the first building. Drive into one of the buildings, and you'll be transported and get the droid.

Dagobah
Blast the sunken A-Wing until it explodes—all three droid power-ups fall out of the wreckage.

Tatooine: Dune Sea
Blast the Sand Crawler until it stops moving. Enter the open mouth of the Sand Crawler to receive a droid power-up. Repeat to get a different droid.

Hoth
Destroy any of the three Probe Droids that are floating around the area. Each carries a different droid power-up.

The Death Star II
Destroy the TIE Fighters or wait for them to destroy each other. They will drop a droid power-up upon their demise.

Yavin 4
Destroy any of the three guard towers to release a droid power-up. Each of the three towers has a different droid.

Naboo
Bump the chess pieces into their opposing pieces to receive a droid. Note: Some chess pieces will release other power-ups.

Cloud City
Go to outer area where recharge stations are located. Enter a gate there that appears to have wind going inside. Repeat this several times. If a green cube is seen, press Left or Right to collect the droid.

Star Wars Demolition

Game	Publisher	Score	Issue
ISS Pro Evolution	Konami	●●●●◖	35
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro	●●●●	17
Jeopardy! 2	Hasbro	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Killer Loop	Crave	●●●	27
King of Fighters '99	Agetec	●●●●	41
KISS Pinball	Take 2	●◖	46
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings 2000	EA Sports	●●●●	27
Knockout Kings 2001	EA Sports	●●●●	39
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Great Valley Racing Adventure	TDK Mediactive	●●●	46
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Island 2: The Brickster's Revenge	Lego Media	●●◖	46
Lego Rock Raiders	Lego Media	●	37
The Lion King: Simba's Mighty Adventure	Activision	●◖	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
Looney Tunes: Sheep Raider	Infogrames	●●◖	51
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Madden NFL 2002	EA Sports	●●●●◖	49
Martian Gothic: Unification	Take 2	●●●◖	52
Marvel Super Heroes	Capcom	●●	2
Marvel Super Heroes vs. Street Fighter	Capcom	●●●◖	18
Marvel vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mary-Kate and Ashley: Winners Circle	Acclaim	●●◖	45
Mass Destruction	ASC	●●◖	3
Mat Hoffman's Pro BMX	Activision	●●●●	45
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◖	41
Mega Man X6	Capcom	●●●	53
Men In Black– The Series: Crashdown	Infogrames	●●●	54
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Metal Slug X	Agetec	●●●●	43
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Missile Command	Hasbro	●●●	28
Mission: Impossible	Infogrames	●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLB 2002	Sony CEA	●●	46
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◖	41
Monster Seed	Sunsoft	●●◖	20
Monsters, Inc.	Sony CEA	●●●◖	51
Mort the Chicken	Crave	●◖	41
Mortal Kombat: Special Forces	Midway	●◖	36
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Moto Racer World Tour	Infogrames	●●●●	40
② Motocross Mania	Take 2	●	48
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
MTV Sports: Snowboarding	THQ	●●●◖	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
The Mummy	Konami	●●●	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N.GEN Racing	Infogrames	●●◖	35
N20	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Heat	Hasbro	●●●◖	40
NASCAR Rumble	Electronic Arts	●●●◖	31
NASCAR Thunder 2002	EA Sports	●●	52
NBA Fastbreak '98	Midway	●●◖	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39

Last month we asked for codes and we got...nothing. Does this mean that everyone who's played this game figured out it stinks, too? If not, do us a favor and send a 100-word strategy our way. We'll be indebted to you. Really.

Game	Publisher	Score	Issue
NBA Live 2002	EA Sports	●●●◖	53
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA ShootOut 2002	Sony CEA	●●●◖	50
NBA Showtime: NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digital	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◖	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Pong	Hasbro	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Rangers Lightspeed Rescue	THQ	●◖	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◖	41
The Powerpuff Girls: Chemical X-Traction	Bam!	●◖	51
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire	●●●◖	37
Pro Pinball: Fantastic Journey	Empire	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Putter Golf	Agetec	◖	53
Puzzle Star Sweep	Agetec	●●◖	43
Q*bert	Hasbro	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Racing	Agetec	◖	43
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◖	36
Ray Tracers	THQ	●●●	5
RayCrisis	Working Designs	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Rayman Brain Games	Ubi Soft	●●●	50
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Ready 2 Rumble Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13

REPLAY FORUM

Cont. from pg. 113

doesn't work, go to the door and get out of the stallion, then get in again. There the screen will go black and a mission named "Multistory Mayhem" will start. If you don't know were it is, just do the mission where you killed Kanji.

Lorenzo Perez
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WINGING IT

In Tony Hawk 3, I know a tip for getting the secret tape in Suburbia. Instead of going through the house, I went straight up the ramp that I first dropped in on. I've been using my stat points on Speed and Ollie, so I'm sure that helped.

Jason Lee
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MGS2 LAUGHS

1. Just after you meet with Stillman, hurry up and exit by the door to the CD connecting bridge (the door to the right of the one you entered to meet with Stillman). You will see a guard unconscious and Snake hiding in a box, crossing the bridge.

2. When in the room with the hostages, try punching one and the colonel will call you, scolding you for harming defenseless hostages. Also, you can put them to sleep with the M9, and you'll notice with the d-microphone that their heartbeat has slowed down.

Louise Potvin
louise_potvin@hotmail.com

Cont. on pg. 119

Knockout Kings 2002: Punch someone's lights out

You want to clean everyone's clock. You want to skate through Career mode with your pride and your face intact. We understand. It's a sensible thing to want. But it's not easy, no matter what level you're playing on. Here are some tips so you can embarrass your opponents instead of embarrassing yourself.

You've got to move it, move it

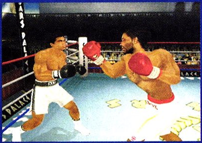
Keep moving in the ring. Success depends on dodging, leaning and knowing when to step away from your opponent. And when do you step away from your opponent? After you've delivered some nice blows. Keep standing in, and he's going to retaliate.

Lead with the jab

On offense, set your opponent up with a stiff jab. Jab lots. After you've stunned him with a jab, finish up with a hook or a nasty uppercut. Then back away.

Patterns lose championships

Try to look for patterns in the way your CPU opponent attacks. If you can work out his fight plan, you're halfway to a win. This is a huge factor in the match, and it's good to know the strengths of your opponent before the bell rings. Plus, consider the same thing for yourself. If you do the same thing over and over, the CPU will catch on.



Sensitivity training

Sure it's a minor thing, but you can adjust the thumbstick sensitivity in the Pause menu. Experiment with it. You might like it.

Point thrift

When you're building up your boxer, it's really tempting to spend all of your juice on one rating to get it to 100. But the closer it gets to that level, the more it costs. So consider a well-rounded boxer instead.

Speed kills

When creating a boxer or sizing up an opponent, make sure to pay attention to Speed. Remember: Speed kills.

A few pointers

If you want to get an idea on how to create a competitive boxer, press the L1 button during the Create Boxer setup process and study how the CPU randomly sets the attributes.

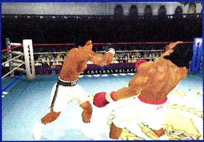
Efficiency rules

You can't just go out there swinging in this game. You really have to use your head. And not as a punching bag. Be efficient. If you waste punches, your stamina will drop faster than you do. And that means there's nothing behind that big right hook of yours.

Also, punches that miss cost more of your stamina. So try to connect, tough guy.

Orderly

Keep in mind that you can fight opponents in any order on each tier of the Career Pyramid. If you are having trouble getting past an opponent, try skipping him and coming back after you've improved your fighter.



All heart, baby

The better your fighter's performance in the fight, the more likely he is to rise again after a knockdown. Heart is the main factor in how many times he'll get up off the canvas, but having a chance to win is also important.

Training day

Listen for your trainer while you are out there fighting. If he thinks you have your opponent in trouble, he'll give you a shout out.

Weak in the knees, throbbing in the ears

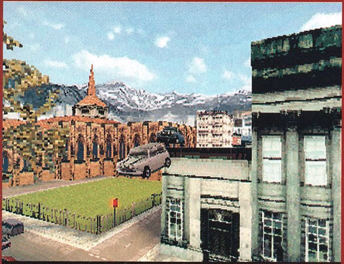
When your health gets below 50 percent, you'll feel your fighter's heart beating in the controller. The faster and harder it beats, the closer you are to taking a seat.

Pay attention!

Check out the Tutorials for tips on Offense, Defense and Career mode. You can find the Tutorial videos under the Modes option. But don't let your hardcore friends see you.

THE ITALIAN JOB: GET AWAY

Want to get through the PS one's great new thrill ride? It's not as easy as you think. We give you tips and strategies on pulling off the greatest heist the PS one has ever seen



Italian Job mode

Italian Job mode

Italian Job mode

Italian Job mode

As you work your way through the game, from London to Turin and finally to the Alps, you will open up new cars for you to drive in Free Ride Mode and new trials for you to conquer in Challenge Mode, Checkpoint Mode and Destructor Mode. But you'll have to beat the game to get all those goodies.

Losing the bad guys

Understand that there are many shortcuts throughout the land of London, Turin and the Alps. If you don't use them, you're going to regret it. After all, losing the cops and the mafia takes more than just driving as fast as you can through the city streets.

Another key is that generally rough terrain is too much for the nuisances to get through. Go up stairways, through water and over little bumps every chance you get. It'll pay off big-time.

You've got a brake for a reason, now use it!

Square is brake. Triangle is the handbrake. Fine, you already know that, but why aren't you using the buttons, then? If you want to get through this game, you've got to be a driving expert, not just some lug with a heavy foot.

Mastering the handbrake is the real key. Plan your turns and just tweak the wheel a little bit then tap Triangle. When you do, you'll spin just enough to snap into the turn. It makes a big difference when you're chasing someone down. So use it, tough guy.

Traffic jam

When you're driving in London remember that the right side of the road is a huge hazzard. If you drive on the side of the road too often you're going to go head to head with some serious fenders and that'll ruin your good time. So try to stay on the right side of the road. Plus, when you get to Turin, you'll have to go back to American law, driving on the right side.

Different cars for different folks

Every car handles differently. Remember that. The armored car is a lot harder to turn than the mini. Simple stuff, but some people are stupid.

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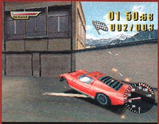
04/17

Checkpoint mode



Checkpoint mode

00:07:92
17/26

Checkpoint mode

Checkpoint mode

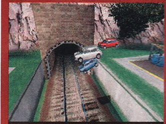
Feel like spending your minutes racing through the city streets, then you're in luck because of the Checkpoint Mode. Unless you're the master of all things gaming, this'll keep you guessing and driving for a long while. The key with this level is much the same as with the Italian Job Mode: you've got to keep your eyes open and keep your finger ready to brake.

1. Following the arrow is one thing, but these checkpoints could be anywhere, and it's going to test your meddle. Beware of the surroundings in each case. If there are cars around, anticipate which way they'll move so you can get past them in a hurry.

2. You only have to hit the pole at the checkpoint, not go through its center. Keep that in mind. It could save you valuable seconds.

3. As much as the stop-and-go routine may work in other levels, here you'll really need to hit the gas. You get a few seconds for each checkpoint, but those will be just enough to get you to the next one. So step on it, or you'll get nowhere fast.

4. Going full speed is a great way to end up going bumper first into a wall. Levelling out at 80 mph is a good idea. Unless you really need to push it, don't. Save yourself the headache.



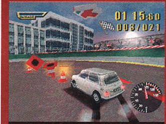
Challenge mode

Challenge mode

The title of this exercise is no joke. Even the easiest challenge isn't easy. Here are a few tips to keep your controller in your hand instead of thrown across the room.

1. Hit and release the gas often instead of trying to race at full speed. You'll have better control of your car and it'll make it easier to avoid damage from ramming head-on into walls and objects.

2. When you start a challenge, brace to do it more than once. It's going to take awhile to succeed, no matter which you choose. So get ready to hunker down.



Destructor mode

Destructor mode

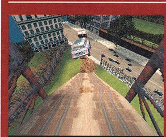
What's more fun than driving into cones? Seriously, folks. This is a great exercise.

1. Don't get yourself out of control. Watch your time. If you have a little to spare, hit the brake and take the turns a little more slowly. It could make all the difference.

2. You don't have to center the cone. You can just nick it and that'll down it. It comes in handy when you're trying to make up time.

3. You don't have to hit all the cones to win. They're just there to give you more time.

4. For the most part, the emergency brake is trouble.



Free Ride mode

Free Ride mode

Fine, you think Free Ride is a waste of time and no useful tips can come from it. If you'd like for us to count the ways of your ignorance, we refuse. Just look at this screenshot to the left here. Think you could find that jump while the clock is ticking? Uh-uh. Use Free Ride whenever you're having a tough time with a particular level. It'll help you find sweet shortcuts and the rooftop jumps that can make the difference. Plus, you can discover the best places for big air just to impress your lovely girlfriend.

Game	Publisher	Score	Issue
Resident Evil 3 Nemesis	Capcom	●●●●◖	27
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel	●●●	41
Rocket Power Team Rocket Rescue	THQ	●◖	5
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the Three Kingdoms VI	Koei	●●	30
Roswell Conspiracies: Aliens, Myths & Legends	Red Storm	●	48
RPG Maker	Agetec	●●●●◖	35
Rugrats: Totally Angelica	THQ	●●●◖	48
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	Hot-B	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, the Teenage Witch: A Twitch in Time!	Knowledge Adv.	◖	45
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Saiyuki: Journey West	Koei	●●●◖	47
Saltwater Sportfishing	Agetec	●●◖	52
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown: Warrior's Rage	SNK	●◖	36
Scooby-Doo and the Cyber Chase	THQ	●●	52
Scrabble	Hasbro	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Sesame Street Sports	NewKidCo	●●●◖	54
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire	●●●	41
Shipwreckers	Psygnosis	●●●	3
Shooter: Space Shot	Agetec	●●●◖	48
Shooter: Starfighter Sanvein	Agetec	●●	43
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
The Simpsons Wrestling	Taito	●●	45
Skullmonkeys	Electronic Arts	●●●●●	6
Skydiving Extreme	Banpresto	●◖	49
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross Championship Racing	Crave	●◖	37
Snowboarding	Agetec	●●	43
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park: Chef's Luv Shack	Acclaim	●	28
South Park Rally	Acclaim	●◖	29
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops: Covert Assault	Take 2	●	52
Spec Ops: Ranger Elite	Take 2	●	46
Spec Ops: Stealth Patrol	Take 2	●	34
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◖	40
Spider-Man	Activision	●●●●●	37
Spider-Man 2 Enter: Electro	Activision	●●●◖	50
Spin Jam	Take 2	●◖	38
④ **SpongeBob SquarePants**	**THQ**	●●	**51**

You've watched the cartoon, you've played the game, but you haven't e-mailed us any tips. Is there an easier way to get your name in *OPM*? No. Will you win a prize? We'll think about it. Now e-mail us a tip: opm@ziffdavis.com.

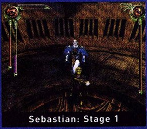
Game	Publisher	Score	Issue
Sports Car GT	Electronic Arts	●●◖	21
Spyro: Year of the Dragon	Sony CEA	●●●●●	39
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I— Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I— The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◖	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33
Strikers 1945	Agetec	●●◖	44
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Sydney 2000	Eidos	●●	38
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
Syphon Filter 3	Sony CEA	●●●◖	52
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tales of Destiny II	Namco	●●●◖	49
Tarzan	Sony CEA	●●●◖	24
Team Buddies	Midway	●●●◖	38
Team LOSI RC Racing	Fox Interactive	●●◖	13
Tekken 3	Namco	●●●●●	9
Tenchu	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis	Agetec	●●	53
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◖	41
Tigger's Honey Hunt	NewKidCo	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	●◖	50
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tom & Jerry in House Trap	Eidos	●●●	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	●●◖	45

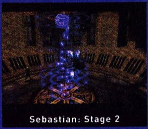
Blood Omen 2: The Bad, Bad Bosses

Some of the most challenging puzzles in Blood Omen 2 aren't really puzzles at all: Some of the boss fights, if you don't know exactly what to do, can leave you running around in circles (both figuratively and literally). Here's some help on the three toughies.

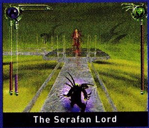
Sebastian
This is one that you normally would only stumble upon accidentally. The first stage is easy: Just grab Sebastian with the Triangle button and throw him against the wall as the steam is coming by. When you do this, he's likely to leap up with an unblockable running kick. Just dodge out of the way. (Incidentally, if you want to be *really* cheap, just let him kill you, then when you respawn, don't touch the controller. Most of the time he'll just stand there until the steam comes around and fries him, moving you effortlessly to Stage 2.) Stage 2 is a bit more complicated. He'll start racing around the edge of the room, and the room will spin. You'll need to move in the opposite direction from him in order to avoid the steam jets. When he stops running, he'll pause high up on one of the walls and taunt you, then attack. You can't block the attack. You can't dodge the attack. And you don't have time to return the attack. So how do you finish him off? Well, that energy column in the middle of the room hurts him as much as it does you. Simply make sure you're on the opposite side of the room from him when he attacks and he'll be caught in the field. Once this happens a few times, he'll raise the platform. Jump up there, Charm his servant in the other room, and have the servant flip the other lever, moving you to Stage 3, which is a simple hand-to-hand battle. Just grab Sebastian again and throw him into the water.

Magnus
Stage 1: Hit him with your Telekinesis before he does anything, knocking him into the water. He'll come back and cast Immolation on you, so dodge behind a statue. He'll destroy it, you'll hit him with Telekinesis again, etc. You get the idea. Stage 2 is where things get weird. You need to knock Magnus into the scythe blades the four statues are holding. (Grab him with Triangle and throw him, just like Sebastian.) As each blade shatters, a Telekinesis switch will appear above the statue. Once all the switches are tripped, the main statue will reassemble itself. (Well, of *course* it will. What were you expecting?) To finish Magnus off, throw him into the bottom part of the staff on the giant statue, then throw him into the infinity symbol at the base of the statue. Oddly complicated? Why, yes.


Sebastian: Stage 1


Sebastian: Stage 2

The Serafan Lord
For Stage 1 you'll want to position yourself as close to the Lord as you can get without him disappearing. Jump, duck or dodge his projectile attacks, then use your Jump ability to knock him over. (Just move the target close to him until it turns red. But you'll have to be quick or else he'll teleport out before you hit him.) Look, you just passed Stage 1! Your best bet in Stage 2 is to block, block, block (and dodge those red unblockables) to charge up your meter, then Immolate the bastard. A few more of these and you'll be in Stage 3, on the central platform, armed with the Soul Reaver. Block until you charge up your Berzerk spell, then beat him to a bloody (or in this case, green and glowing) pulp. Congratulations, you just beat the game.


The Serafan Lord

Reader Reviews FORUM EXTRA

Every month we're writing about what games are great and what games stink. But now we're asking for your opinion. So get out your Bic, write a review and send it to opm@ziffdavis.com. Try to keep the length relatively short, and remember that not every game deserves a 5-disc rating just because you like it! Be savvy. Be critical. Impress us and you'll get your name in *OPM*.

Virtua Fighter 4

What you said: When I put VF4 in and opened the instruction manual to view the moves list, I almost dropped my controller. I saw *real* martial arts. Not some stupid Mortal Kombat (still wondering why it's spelled with a 'K') fire ball move. So I entered my first match as Lion and I almost dropped the controller again. The graphics are amazing, and while I was marvelling the A.I. introduced me to the floor.

VF4 pulls off the impossible by combining great gameplay, awesome graphics and interesting characters with actual martial arts. I am sending my deepest thanks to Sega for their amazing work on VF4. They definitely created a game worthy of a perfect score.

Your Score ●●●●●

Matt Norris

wingzerocustom99@hotmail.com

> **"VF4 pulls off the impossible by combining great gameplay, awesome graphics and interesting characters with actual martial arts."**

What we said: "Not many games are so great that they can help influence your taste, but this one really is something special."

Our Score ●●●●●

Star Wars Racer Revenge

What you said: RR also shares the hideous brevity of Starfighter. While unlocking the last couple secret racers does take a bit of effort (two versions of Anakin and Watto), expect to unlock Sebulba, Mars Guo, Wan Sandage and other standbys from Episode I with relative ease (this comes from a racing addict, though).

A peculiar quirk to this seemingly straight-racer, but yet also quite expected, is Watto's Bet. Basically, when one knocks other pods out of competition, a multiplier multiplies his or her winnings from the race. Don't expect Easy St., USA, though. The other competitors seem to be in on the deal, and treat you appropriately.

This is an excellent all-around game, but lacks the replay to really make it great. Rent it, but don't buy unless you have a bunch of Star Wars-y friends.

Your Score ●●●●

Sean Pivek

sonyps2fan@hotmail.com

What we said: "It may well be the best Star Wars-themed game on the PlayStation 2 so far."

Our Score ●●●●◖

Twisted Metal: Black

What you said: Unlike TM3 and TM4, the fifth game in the series is actually fun. It's incredibly hard, but it's fun. It takes quite a bit of practice and devotion to master the weapons and outsmart the enemy A.I., but, in the end, it's worth it. The fun you'll have makes it well worth the time it takes to become proficient, and you'll be glad you took the time when Twisted Metal: Online debuts.

If you don't mind putting up with the eccentric voice acting and the rather repetitive sound effects, there is no reason you should pass up this fantastic game. If you are even mildly interested in games like Vigilante 8 or Rogue Trip, this is the vehicular-combat game to get for PS2.

Your Score ●●●●●

Taylor Grimes

spiffsneed@hotmail.com

What we said: "The physics and handling are just like Twisted Metal 2 and everything just feels perfect."

Our Score ●●●●●

Rumble Racing

What you said: This game is great for renting. If you've played Kenetica you will love this. If has lots to unlock. It's very easy to do tricks, and it's fun. Even if you aren't a racing fan, you'll enjoy this peace of art. Rent it and see what I mean.

Your Score ●●●◖

Ruben Deyenberg

rdeyenberg@gmx.de

What we said: "This is an entertaining, white-knuckled romp through a series of interesting environments."

Our Score ●●●●◖

Hooters Road Trip

What you said: This game sucks. If this game is supposed to be a joke, it's not funny. If you know anyone who wants or has this game, get them some help ASAP. The driving part is so bad that Driven for PS2 was better than this. The women part is so bad that V.I.P., from the same publisher, is better-looking. Don't even think about renting this game. You'll certainly regret it.

Your Score ◖

Michael Medina

michae2414@aol.com

What we said: "This game was created for the cheesecake and the cheesecake alone. Don't bother unless you're desperate."

Our Score ◖

Ico

What you said: This is not my type of game. The gameplay is flat. It's probably one of the more boring games I've played in a long time. The graphics are nice and the controls feel perfect, but this game is just not fun! I think the storyline's sweet, but I can't get into this game. It's not a bad game for what it's trying to do, I just don't like what it's trying to do. I'm more of a TimeSplitters man, I guess.

Your Score ●●◖

Andrew Gehl

flying_squirrel106@hotmail.com

What we said: "It's simply a beautiful, challenging, enthralling game. What else matters?"

Our Score ●●●●●

The Simpsons Road Rage

What you said: Every great game always has something wrong. Even with great voice-overs, the repetitive comments become very annoying and drive you to the point of hitting the mute button. Also, the ending video was no good. After 15 hours of gaming, I deserved a better ending. The load times are also a drawback. But the fun extras make up for these faults.

Your Score ●●●●

Christi Henderson

moocowz02@hotmail.com

What we said: "It's likely that non-fans won't have much reason to play."

Our Score ●●●

Game	Publisher	Score	Issue
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: Chronicles	Eidos	●●◖	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tonka Space Station	Hasbro	●●◖	41
Tony Hawk's Pro Skater	Activision	●●●●◖	26
Tony Hawk's Pro Skater 2	Activision	●●●●●	38
Toonenstein: Dare to Scare	Vatical	●●◖	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers: Beast Wars Transmetals	Bam!	●	36
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'n Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Triple Play Baseball	EA Sports	●●◖	44
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28
Twisted Metal: Small Brawl	Sony CEA	●●◖	52
Tyco RC: Assault With a Battery	Mattel	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●◖	40
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vanishing Point	Acclaim	●●●◖	44
Vegas Games 2000	3DO	●●●◖	27
V.I.P.	Ubi Soft	●●	51
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
Virtual Kasparov	Titus	●●	49
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	●●●	41
War Jetz	3DO	●●	48
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
The Weakest Link	Activision	●●●◖	51
Wheel of Fortune	Hasbro	●●●●	17
Wheel of Fortune 2	Hasbro	●●●●	39
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	●●◖	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	●◖	47
Wild 9	Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
The Wild Thornberrys: Animal Adventure	Mattel	●◖	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10

Game	Publisher	Score	Issue
World Destruction League: Thunder Tanks	3DO	◖	39
The World Is Not Enough	Electronic Arts	●●●	40
World's Scariest Police Chases	Activision	●●	47
Worms Armageddon	Hasbro	●●●◖	27
Worms World Party	Ubi Soft	●●●●	55
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
⑨ WWF SmackDown! 2	THQ	●●●●●	40

With all the bum PS one games circling, it's nice to know some people are still laying the smacketh down.

Here are a few tips for the rasslin' newcomers.

Title shot and No. 1 contender

Get your favorite wrestler in a title division. Then take out all the wrestlers except for your own, and put them in Others. Then put the wrestlers you took out back in. Your wrestler will be ranked No. 2. Once you wrestle again, you'll get a title shot. This doesn't work with the Tag Team, though.

Stompin' a mudhole

Once you get to Backlash in your first year of season mode, Stone Cold Steve Austin will appear. After that, he's unlocked.

The Iron King?

Create your wrestler with weak body parts and the name The Iron King. You'll get 225 ability points if you do.

Being the champ

Create a wrestler with his/her gender as "???" Then you can enter all of the championships. Enter your created wrestler into a championship and beat the No. 1 contender in Exhibition mode. You can then go on to fight the champion. Now, as the champion, you can take on each belt holder in turn until you have each one. This way, nearly every battle is a title match. Makes for some real excitement.

Six years old

If you win WrestleMania in year five, you'll unlock all of the secrets. Makes for a much easier life of unlocking, doesn't it?

Sneaking backstage!

Here are the backstage areas and where to find them.

Shower Room: Enter the locker room, then Irish whip your opponent into the center of the wall directly across the weights/gym equipment. When you do, a big hole will form. From there, you can now enter into the shower room.

Boiler Room: To get into the boiler room, you'll need to go the basement. Once there, go to the door with the yellow banners above it. Irish whip your nemesis into the grating to the right of the door. It will break and form an opening. Inside? You guessed it.

WWF New York: You'll have to be in Season Mode to get yourself a table at one of the world's most ashamedly popular restaurants. At first you'll see a cut-scene with Michael Cole yapping about how WWF New York is going to open in a month. Later, he'll be in the restaurant. Once he's inside, you can go into the basement and from there, you can go into WWF New York.

Unlock TLC match

To unlock the legendary TLC match, first start by entering the season mode. In August of 2000, Edge & Christian and the Dudley Boyz will start feuding. And we know how that'll end up, because we've read the headline: the TLC match will be unlocked in Exhibition mode. You lucky tough.

Game	Publisher	Score	Issue
WWF War Zone	Acclaim	●●●●	12
X-Bladez: Inline Skater	Crave	◖	55
X-Files	Fox Interactive	●●●	28
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
X-Men: Mutant Academy 2	Activision	●●●	50
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25
You Don't Know Jack! Mock 2	Sierra	●●	40

TELL US WHAT YOU THINK

Drop us an e-mail, let us know what you like the best about our new section, what you'd like to see more of, and even what you could do without.
Send your comments to: opm@ziffdavis.com, with REPLAY in the subject line.

REPLAY FORUM

Cont. from pg. 115

AHOY! CODES! If you're having trouble with Pirates, try these tricks.

Crab Boss Beater

Once you get some Ice Tikis, hang on to 'em for this battle, as well as a few mini-kegs. Hit the crab with the ice tiki. Then, once it's stunned, blast it with a mini-keg. It'll flip over and you can hack one skull worth of damage before it recovers.

Beating the Skeleton Pirate

Those crazy spinning swords are tough. To level the playing field, try tossing a Lightning Tiki. This will zap his bony butt down faster than you can make Kat shake her behind. Vampire skulls are also good here. Don't be afraid of glowing clouds charging you; that's just the vampire skull transferring a bit of life energy back to you.

Supermodel Pirate Babe

Using the right analog stick, zoom in tight on Kat. Then shift the right stick slowly to the left. The camera will zoom in and Kat will strike her supermodel pose, letting you check her out. This is completely useless in terms of gameplay. So go back to watching Kat walk slow just so you can watch her wiggle.

Rev. Giark
giark@golden.net

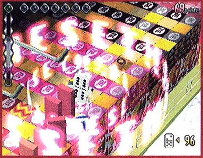
PUZZLED? YOU SHOULD BE

Those puzzle games on your gaming shelf getting dusty? What a tragedy. If you read our Spin feature on pg. 38, you know you should take an interest in some of the genre's very best. Here are some tips to help you on your way.

No One Can Stop Mr. Domino

They call me Bruce

To play as Bruce, successfully complete the game as Mr. Domino or Miss Domino.



The Frenchman

To play as Pierre, successfully complete the game with a "best in the county" score on each of the six levels.

Crazy Grandpa

Press all the trick buttons at once with a chain to see Grandpa go psycho. His muscles will bulge, and he'll scream like he's lost his favorite pocketwatch.

Phat Tony's Casino

Mr. Domino or Miss Domino, depending on who you are playing with, will move back and forth in a line trying to stop you. If you put a Domino, piece in their way, they will stop moving. Which comes in quite handy, wouldn't you say?

Be the domino

To get all dominoes to go down, and to fall down with them, you have to go through the level making a chained-together domino trail until you get back to the starting point. Push the first domino you set down to start the trail, and they will all go down and end at you, knocking you down with them.

Super Puzzle Fighter Turbo II

Play as Akuma

So you want to puzzle fight with Akuma? Here's how: For player one, highlight Morrigan, hold Select, and press Down, Down, Down, Left, Left, Left, Circle. For player two, highlight Felicia, hold Select and enter Down, Down, Down, Right, Right, Right, Circle. Keep in mind that it won't work for Street Puzzle mode.

Play as Full-attack Akuma

Regular Akuma wasn't enough, huh? Fine. Follow these steps for uber-Akuma. For player one, highlight Morrigan and press Up, Up, Up, Left, Left, Left, Circle. For player two, highlight Felicia and press Up, Up, Up, Right, Right, Right, Circle.

Play as Dan

Version of Akuma don't do it for you? We've got the best of the best then: Dan. For player one, highlight Morrigan, hold Select, and press Left, Left, Left, Down, Down, Down, Circle. For player two, highlight Felicia, hold Select, and press Right, Right, Right, Down, Down, Down, Circle. It won't work in Street Puzzle mode, though.

Roll Away

Invincibility for a time

While playing press Right, Down, L1, R2, R1, Circle, Triangle, Square.

Many, many extra points

While playing, press Square, Up, Down, L2, R1, Triangle, X, Triangle.

Extra level

While playing, press Triangle, Up, Triangle, L2, L1, L2, Square, X.

Toggle motion blur effect

Press Right, Circle, L2, Circle, R1, Circle, Square, Circle.

Overtime

You can only do this once per level. While playing, press Circle, L1, Triangle, Triangle, Circle, X, Triangle, Down during gameplay in Time Trial mode to add 30 seconds to the timer.

Chess anyone?

Press L1, Circle, Left, Right, L2, Left, R2(2) during gameplay.

Devil Dice

If I had 1000 puzzles

You'll need to beat down all 100 puzzles in the puzzle mode. Then highlight "Random" at the stage selection screen and press X. Press L2 or R2 to select from, get this, 1,000 new puzzles.

Intelligent Qube

Spike!

Complete the game as Cynthia with an IQ of over 400. Alternatively, complete all 100 stages under "100 Attack" mode.

T.S. Eliot

Remain in Survival mode for 10 minutes.

3:21
info
info

Cherry pie

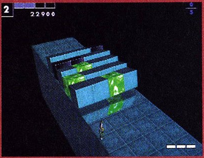
Play survival mode with Eliot for 15 minutes.

April showers

Win with an IQ score of over 100.

With a name like Dickson...

Beat the game with April with an IQ score of over 150.



Morgan, Stanley, Dean Witter?

Complete the game with Dickson with an IQ score of over 200.

Kimti

Beat the game with Morgan with an IQ score over 300.

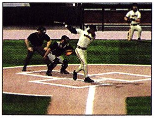
The weight of the world on Atlas' shoulders

Win with Morgan with an IQ score of over 400.

LIES, DAMN LIES & STATS

What will the sports headlines read at the end of this year's baseball campaign? We looked into the PS2 crystal ball with a little help from our friends by simulating one 162-game season for each of these games. Each game offers up slices of what any baseball fan is dying for: an opportunity for debate. Let us know about the big baseball headlines of your season at opm@ziffdavis.com with the subject line "BASEBALL."

All-Star Baseball 2003



THE LIKELY

Bonds Away
Barry Bonds clobbers 62 dingers.

Japanamania!
Ichiro bangs out 227 hits, yet only hits .312. Huh?

Mo' Manny
Boston's Manny Ramirez leads AL in HRs with a paltry 46.

THE UNLIKELY

Cubs win, Earth collapses!
Cubs win first World Series since 1908 in seven games against the Oakland A's (and they do it all without the injured Sammy Sosa).

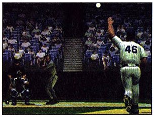
Chip on his shoulder
Braves' slugger Chipper Jones bats .363, improving 57 points over his career average.

THE UGLY

One Big Unit
Randy Johnson strikes out 333 in 250 innings, which is fine. But the ugly: his impossible 1.69 ERA.

Who-lian?
The Marlins' Julian Tavarez tosses his first, and last, no-hitter.

High Heat MLB 2003



THE LIKELY

Damn Yankees
The Bronx Bombers reel off 113 wins, falling one win shy of their franchise-best 1998 total.

Walk 'em if you see 'em
Single-season homer king Barry Bonds walks 183 times, breaking his 2001 MLB record of 177.

THE UNLIKELY

Buckner unchained
After a 108-win season, the wild card BoSox topple the Phillies in six to win their first World Series since 1918—meaning 1986 goat, Bill Buckner, is finally forgiven.

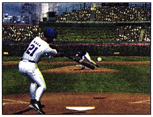
Stellar southpaw
Yankees ace Andy Pettite goes an unthinkable 25-3.

THE UGLY

Contract the Rays
Tampa D-Rays stumble to a 50-122 record, 10 losses worse than the 50-112 '65 Mets.

Plenty to lose
Olympian Ben Sheets struggles to a dismal 3-20 mark.

Triple Play 2002



THE LIKELY

Slammin' Sammy
NL MVP Sammy Sosa blasts 61 homers but drives in only 112 runs. Was he batting lead-off?

THE UNLIKELY

Coors effect
Todd Helton is one homer shy of the first Triple Crown since Carl Yastrzemski in 1967. Helton's line: .370, 60 HR, 145 RBI.

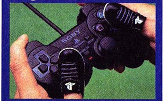
Bail Bonds-man
Perennial postseason flop Barry Bonds leads the Giants to their first championship since 1954. Bonds amazes, hitting .286 with 11 HR and 21 RBI in 18 games.

THE UGLY

More Moyer
M's Jamie Moyer claims the Cy Young by finishing 21-1 with 234 strikeouts.

No way, Neagle
Rockies lefty Denny Neagle takes home the NL Cy Young by going 21-2 and posting a laughably unrealistic 1.93 ERA in Coors.

Finger footies



Sore gaming thumbs? No way they should ever get *this* sore. Yes, they're real, but they're only out in Japan. eBay, anyone?

Anagrams

Street Fighter
Regret the fist

Onimusha
USA? Him? No!
—Wil Skomal

Spec Ops: Covert Assault
Save us: Lets stop Co. crap
—Stacy Hawker

Punctuate this!

Some names in gaming could've used a few hours of grammar detention to set themselves straight. Our favorites reside below.

Bam!
Sure, we're excited about Bam!'s next game. But what odd exclamation point placement when you consider it's an acronym for Bay Area Multimedia. No reason to end that with any extra oomph.

Largo Winch .// Commando Sar
Which punctuation wizard thought up the ".//" eyesore? Did someone let a drunken lab rat crawl on a caps-locked keyboard for this?

Yu-Gi-Oh!
We refuse to acknowledge or endorse the exclamation point on this awful game. It's just not that exciting.

NFL Blitz 20-02
The dash in the date, Midway? Seriously.

Arthur! Ready to Race
Arthur is a squirrel, people. No reason to shout, whether it's time to race or not.

Burstrick Wake Boarding!!
Wakeboarding's hardly worth one exclamation point, let alone two...

Pro Pinball: Timeshock!
We reviewed this in issue 10 and it scored a measly one disc, meaning it was far too short on thrills. Or maybe we were just TIMESHOCKED!

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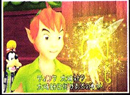
Sega of America	33	www.sega.com
Sony Computer Entertainment of America	2-3	www.scea.com
THQ	30-31, 47	www.thq.com
Vivendi Universal Games Inc. - PPG	59	www.empireinteractive.com

CAPTION CONTEST

We select a screen, you come up with a funny caption (and be original, please!). Send your hilarious entries to opm@ziffdavis.com with the subject of CAPTION CONTEST.



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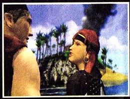
"Is it too late to say 'land ho'?"

David Honig
dogger_83@yahoo.com



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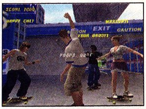

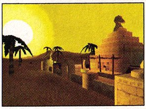

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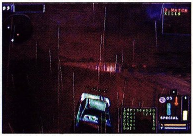

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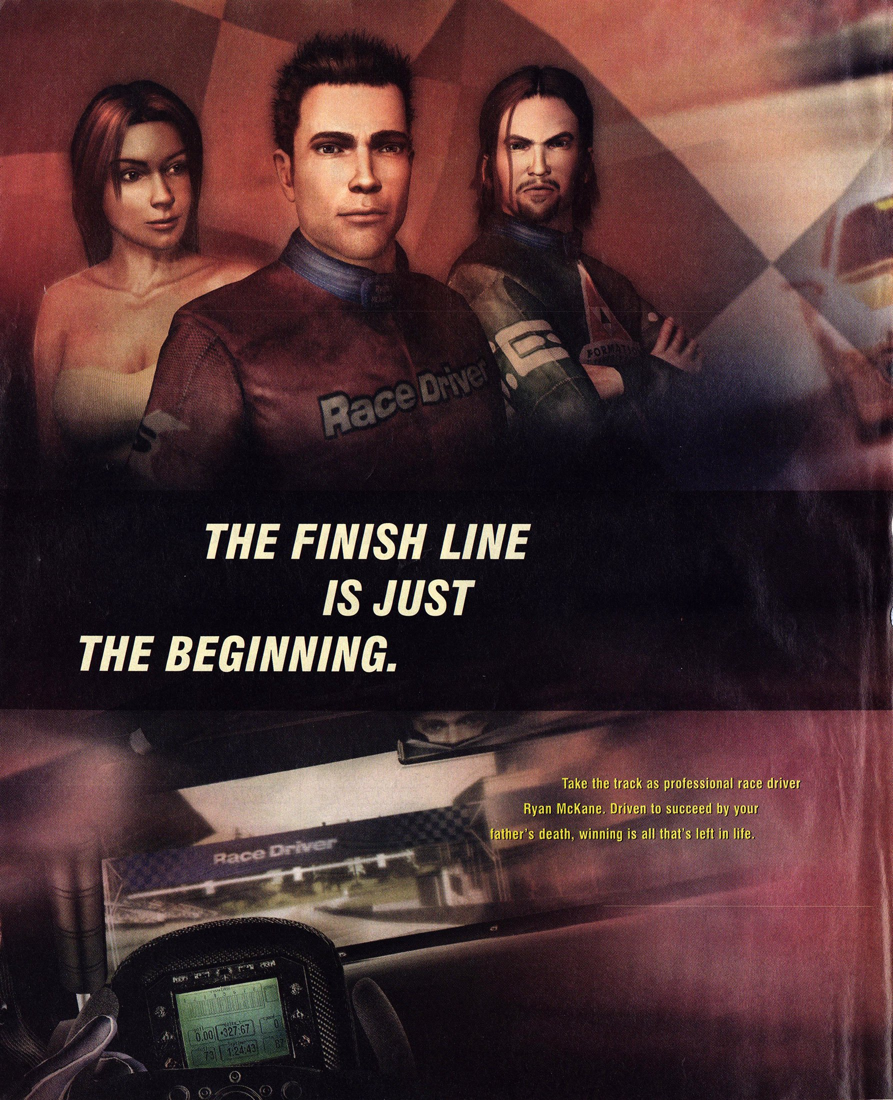
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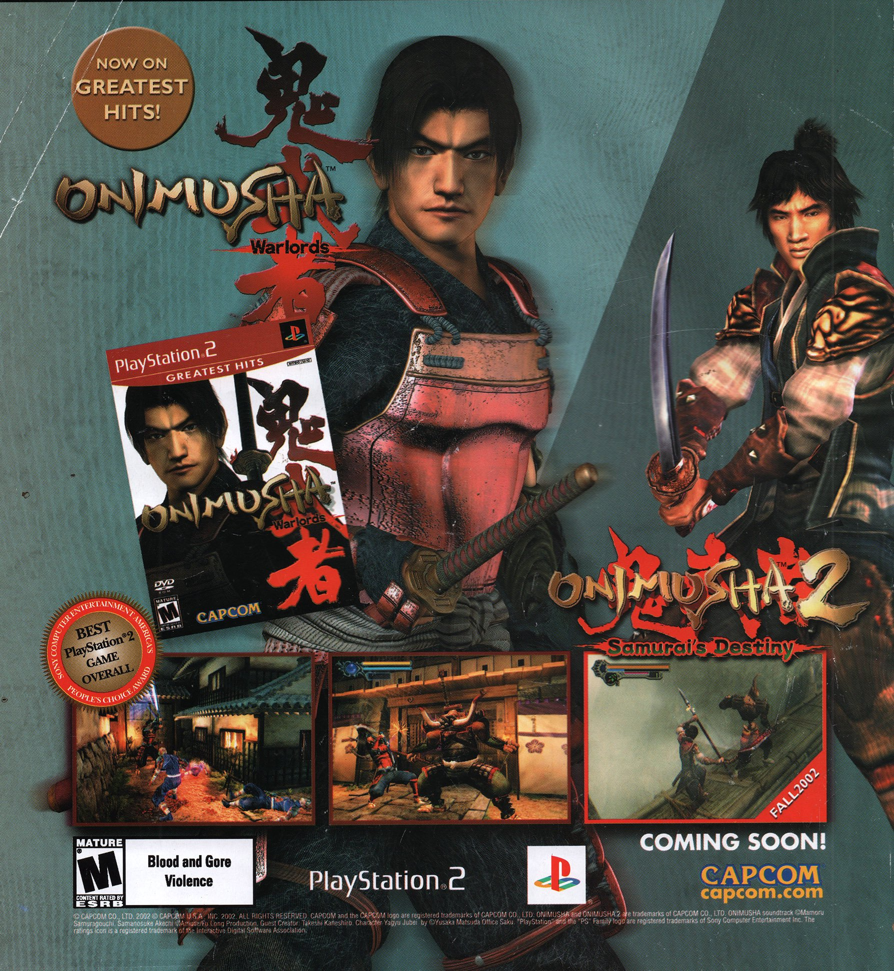
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